THE BEST SOURCE OF C64 INFORMATION, ANYWHERE!

Special Lemmings game offer inside!

COMMODORE FORMAT

If you've got a C64 then get this

ISSUE 57 ● £3.25 ● JUNE 1995

Top 50 PD titles

ENTER THE DOMAIN!

Discover the 50 PD titles you simply MUST have!

When you buy this magazine you shouldn't be able to read this. If you can, then someone's swiped the covertape. Ask your newsagent for a replacement.

Tape to disk SMART! Turn to p.5

PLUS!

- Making music with Sound Tracker
- GeoFile database
- Clubs & fanzines
- Gamebusters

Future PUBLISHING
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06

June 1995 Issue 57

COMMODORE FORMAT

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The Public Domain is the place to be whether it's demos, games, or utilities you are after. Go on tour with Andy Roberts who won't even charge you for the privilege. Well, that's PD for you!

PLUS! The 50 PD programs everyone should have!

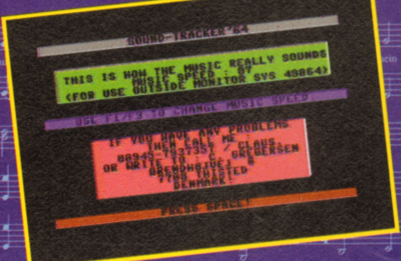
23 Lemmings offer

...here's my handle, here's my spout.

Lemmings is the mental equivalent of bungie jumping off Tower Bridge. Be warned, this game could push you 'over the edge'. Take up the *Commodore Format* challenge – buy Lemmings for just £9.99.

17 Take note

Does 'minim'alism appeal? Simon Forrester takes you through your scales and provides music by arrangement with *Sound Tracker 64*.



```
SOUND-TRACKER'64
THIS IS HOW THE MUSIC REALLY SOUNDS
MUSIC SPEED : 07
(FOR USE OUTSIDE MONITOR SYS 49864)
USE F1/F3 TO CHANGE MUSIC SPEED
IF YOU HAVE ANY PROBLEMS
THEN CALL ME :
08945-7937351 / CLAUS.
OR WRITE TO : C. GREGERSEN
BREMDHOEJVEJ 8
7700 THISTED
DENMARK!
PRESS SPACE!
```

ST 64 – music to your fears?

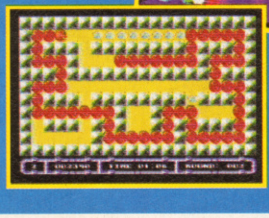
5 ON THE POWERPACK...

Colouration

Do you dream in colour? Be warned you might not be able to escape this game – even in your sleep!

Super Nibbly

Hungry for action? Try Super Nibbly to 'lunch' your career as a peckish pellet-eating worm! No wriggling out of it, mind.



Above, Colouration.

Left, Super Nibbly.

Sound Tracker

Compose yourself! Create the sounds that others will want to listen to or sing over. Then turn to page 17 for Simon Forrester's upbeat guide to using the *Sound Tracker 64* program, oh, and some decidedly downbeat jokes.

Slayer of the Damned

If it moves, kill it! If it doesn't, it's not worth bothering with.

All together now: 'Gory, gory hallelujah!'

REGULARS

3 News/ C64 Scene Directory

Tune in to the *CF* news without interference.

WIN *U-R-Reg* and *Day Trip* from Simon Reece.

4 The Mighty Brain

You tell us what you know, so we know, what you know, and what you *want* to know. We do our best.

15 Buy-a-rama

Ware's it at? The *CF* classifieds page.

16 Contact points

You've got in writing – C64 fanzines. Also the Commodore clubs you should be a member of.

24 CF back issues

You've got a friend. Keep CF by your side and you'll always have someone to turn to.

REVIEWS

10 For the record

There is a GEOS database program for the C64 and C128. What's a database? Why do you need one? Andrew Fisher has the answers on *geoFile.*

GAMES

6 Gamebusters

Andy Roberts serves up large portions of pokes. This month *Spaghetti Western*, al dente, of course, and *Steg and the Slug* on a nice bed of lettuce.

19 Public Domain

Andy Roberts ignores the no entry sign and heads for *Access Denied.* It takes the biscuit, he says. Or rather the Jaffa Cake. Also, a *CF* reader's Top 10 PD demos – could they be yours?

SERIOUS

9 True ROM-antics

Four easy-to-use, not-to-be-missed ROM routines.

21 Techie tips

Get set for concrete advice from Jason Finch.

July's Commodore Format is on sale from: Saturday, 17 June 1995

TURN TO PAGE 5 FOR THE FULL COVERTAPE BRIEFING... ➤

News

Did you win...?

Popeye thrives on spinach... Mark Salter from Southampton knows this. He is the overall winner of the competition in *CF*54 and receives 15 games from Alternative Software. Ben Evetts from Sutton Coldfield, Andrew Vernon from Aberdeen, and Christopher Mower from Lowestoft all got the answer right, too, and each of them wins five games from Alternative Software. Congratulations!

Get Reg-istered

To get a copy of *U-R-Reg (*reviewed *CF54,* page 18) and more SEUCK games from Simon Reece, send a disc or cassette and three first class stamps to Simon.

S Reece, Flat 2, 1162 Bristol Road South, Northfield,
Birmingham B31 2TJ.

WIN

We have one copy, on disc, of *U-R-Reg* (including *Day Trip*) to give away to the first person to tell us the name by which Reg Dwight is better known. Send your entry on a postcard or back-of-an-envelope by Monday, 17 July 1995 to:

This year's reg, Commodore Format,
30 Monmouth Street, Bath, Avon BA1 2BW or
e-mail it to us at cf@futurenet.co.uk putting 'reg' in the subject line.

Enter the zone

Not content with running a PD Library, The Guild Adventure Library, and Psytronic Software, Binary Zone proprietor, Jason 'Kenz' Mackenzie, is preparing to unleash a fanzine.

Commodore Zone is put together by people who know what makes the C64 tick. In fact, you could describe it as a small, black and white version of *CF*.

The first issue of *Commodore Zone* is available now, so send an SAE, marking your envelope '*Commodore Zone*', to Binary Zone (see C64 Scene Directory, opposite, for the contact details).

All Formats Computer Fairs

For bargains for *all* types of computer and peripherals, *all* over the country try an All Format Computer Fair. The fairs are open between 10am and 4pm. Admission costs £4 for adults, £2 for children, and £2 for everyone after 2pm.

May			
27	Worksop	Bassetlaw Leisure Centre	Eastgate
28	Midlands	National Motorcycle Museum	J6 M42
June			
3	NorthWest	Haydock Park Racecourse	J23 M6
4	Harrogate	Royal Bath Assembly Rooms	
10	Bristol	University of the West of England	J1 M32
11	Midlands	NAC (Royal Showground)	Stoneleigh
17	North East	Northumbria Centre, Washington	Dist 12
18	Scotland	Woodside Hall, St Georges X	Glasgow
25	London	Tolworth Recreation Centre	A3 Surbiton
July			
15	Essex	Courage Hall, Brentwood	J28 M25
16	London	Tolworth Recreation Centre	A3 Surbiton
22	Northwest	Haydock Park Racecourse	J23 M6
23	Midlands	National Motorcycle Museum	J6 M42
29	North East	Northumbria Centre, Washington	Dist 12
30	Scotland	Woodside Hall, St Georges X	Glasgow

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NOTE: Please do not ring the office for advice. We can only answer your questions through the pages of the magazine. Please send written enquiries to one of the addresses above.

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C64 Scene directory

Clubs

COMMODORE MAGIC
· 5 Crane Avenue, Yaxley, Peterborough, Cambs PE7 3JH
GEOSCLUB
· c/o Frank Cassidy, 55 High Bank Road, Droylesden, Manchester M35 6FS
ICPUG (Independent Commodore Products Users Group)
· 45 Brookscroft, Linton Glade, Croydon, Surrey CR0 9NA
SEUCKERS
· 12 Arthur Avenue, Caister-on-Sea, Great Yarmouth, Norfolk NR30 5PQ

Comms

ASPECTS (on-line address) 0161 792 0260
CIX ☎ 0181 390 8446
(on-line address) 0181 390 1255/1244
COMMODORE FORMAT
http://www.futurenet.co.uk/computing/commodoreformat.html
COMPUSERVE ☎ 0800 289378
DELPHI INTERNET ☎ 0171 757 7150
DIRECT CONNECTION ☎ 0181 317 0100

Fanzines

COMMODORE ZONE
· 34 Portland Road, Droitwich, Worcs WR9 7QW
☎ 01905 779274
8BIT
· Harrowden, 39 High Street, Sutton-in-the-isle, Ely, Cambs CB6 2RA
☎ 01353 777006
SIXTY FOUR
· c/o LS Bebbington, 348 Station Road, Winsford, Cheshire CW7 3DG
☎ 01606 861647

Hardware

ELECTRIC BOYS ENTERTAINMENT SOFTWARE
· 917b Brighton Road, Purley, Surrey CR8 2BP fax/☎ 081 668 7595

Indie Software Companies

COMMODORE 64 SOFTWARE HIRE CLUB
· c/o C Statham, 3 Briarbank Avenue, Porchester Lodge Estate, Nottingham NG3 6JU.
ELECTRIC BOYS ENTERTAINMENT SOFTWARE
· 917b Brighton Road, Purley, Surrey CR8 2BP fax/☎ 081 668 7595
VISUALIZE
· 9 De Grey Road, King's Lynn, Norfolk PE30 4PH ☎ 01553 760012

Mail Order

ELECTRIC BOYS ENTERTAINMENT SOFTWARE
· 917b Brighton Road, Purley, Surrey CR8 2BP fax/☎ 081 668 7595
OASIS
· 14 Ridgeway Road, Salisbury, Wilts SP1 3BU ☎ 01722 335061
WIZARD GAMES
· 1 North Marine Road, Scarborough, Yorks YO12 7EY ☎ 01723 376586/503299

PD Libraries

BINARY ZONE PD (T+D)
34 Portland Road, Droitwich, Worcs WR9 7QW ☎ 01905 779274

MORE ➤ ➤ ➤ ➤ ➤ ➤

MORE ◄ ◄ ◄ ◄ ◄ ◄

C64 Scene directory

PD Libraries (cont)

ELECTRIC BOYS PD (D)
9178 Brighton Road, Purley, Surrey
CR8 2BP ☎/fax 0181 668 7595
FOX PD (T)
6 Sturton Avenue, Goose Green, Wigan
WN3 6SZ
KDPD (T+D)
9 Failford Place, Kilmarnock, Scotland
KA3 1UJ
KINGSWAY PD (D)
72 Glencoe Road, Sheffield S2 2SR
MEGA MANIA PD (D)
9 Enler Gardens, Comber, County Down,
Northern Ireland BT23 5DS
MEGATRONIX SOFTWARE (T+D)
21 Tiled House Lane, Pensnett, Brierley
Hill, West Midlands DY5 4LG
☎ 01384 77172. Fax
☎ 01384 865626/Megatronix_
Software@014amiga.demon.co.uk
PLPD (D)
40 Windsor Avenue, Whitehead, County
Antrim, Northern Ireland BT38 9RX
UTOPIA PD (D)
10 Cwmaman Road, Godreaman, Aberdare,
Mid Glamorgan CF44 6DG

Sharware

SHAREWARE PLUS (D)
PO Box 301, Worcs WR8 9YW

Upgrades/ Repairs

DART COMPUTING
✉ 105 London Road, Leicester LE2 0PF
☎ 0116 247 0059
ELECTRIC BOYS
ENTERTAINMENT SOFTWARE
✉ 917b Brighton Road, Purley, Surrey
CR8 2BP fax/☎ 081 668 7595
MEEDMORE LTD ☎ 0151 5212202

Keep us informed

Help us help you by telling us of your club or letting us know when club details change. Write to C64 Scene directory, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW or e-mail us putting 'C64 Scene'.

Please enclose an SAE when writing to the organisations listed.

Ordering PD

If you've never ordered PD software before, write to a few libraries enclosing an SAE and asking for a catalogue. Some libraries only stock disc-based software, so state whether or not you own a disc drive. Look for the letters after the names in the C64 Scene Directory: (T) means the company stocks tapes and (D) discs.

THE MIGHTY BRAIN

Get if off your chest. Get it into print. Write to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW or cf@futurenet.co.uk putting 'TMB' in the subject line.

Chocolate and Orange

Dear Brain, you big squidgy blob, I wonder if you can help me. Please. Since issue 45 I haven't been able to find *Commodore Format* anywhere.
L P Fulleylove, Nuneaton

LP, how have you been getting through life without your copy of *CF*?

It would be like having Nutella without bread (*but that's how I always have my Nutella – Ed*), or Take That without Jason Orange. Perhaps if you explained it like to your newsagent he or she would understand your incomplete state and order *CF* for you.

For back issues see, quirkily enough, the back page of this issue. For all queries relating to obtaining *CF* or back issues you need to contact Customer Services, Freepost, BS4900, Somerton TA11 6BR ☎ 01225 822511. **TMB**

Cell out

I know you won't print this letter. I know why? Because you haven't the brain cells to do it.

Anyway, this is an important matter. I noticed in *CF*60 in the Top 50 Games section that number 16 is the classic *Manic Miner*. I am trying to get hold of it. Can you help me out here?

I hope you print my letter because I have been buying your magazine since *CF*9.
Oliver Bowes, Fleetwood.

Tricky… *Manic Miner* is an ancient game that is no longer available. Your best bet would be to try advertising in the Buy-a-rama, see page 15.

And, thank you for staying with us so long. **TMB**

Squeak up, where is it?

In Buy-a-rama you quoted a phone number for buying a mouse. But the number is unobtainable. Please help!
Mick Coles, Alfreton

We'll take your word for it, Mick, because you didn't say which issue of *CF* you were referring to. Apologies, to you and to anyone else who hasn't been able to reach numbers in any issue of *CF*. We do try hard and (from *CF*55) we have kept the original forms/photocopies in case of such emergencies.

If anyone can help Mick, please write in putting 'ATO Mick Coles (TMB *CF*57)' on the envelope

Once again, sorry, Mick, my fingers are rather blobby so I don't always hit the right key. I know, must try harder. And will. **TMB**

Down but not out

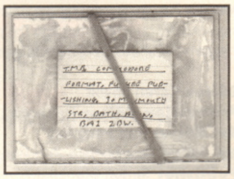
First off, I'd like to congratulate you on a consistently good magazine. One niggle though... is the number of pages. I know people hate complaining about this but, from *CF*51 onwards, the magazine has only half the pagination of the previous issues. That means that somewhere along the line the quality has to slip.
1 Can you still subscribe to *CF*?
2 What, if anything, are you doing about the 'Games Bible' (TMB, *CF*50)? It sounded like a very good idea.
3 Please will you do a make-your-own-game feature as suggested by D Gray in *CF*50. This would be great for programming schmucks like me *and* boost the number of pages.
James McLean, Aranda, Australia
PS The Top 50 in *CF*50 was great!

You'll have enjoyed Jason Finch's piece on animating sprites in *CF*56, then, James. The Games Bible is still just in the hypothetical stages, unfortunately, owing to how much it would cost. As for a write-your-own-game feature, it's a nice idea, but to make anything worthwhile would probably take about two years to explain. If you want to know how to do certain routines, though, Jason Finch is your man.

James, turn to page 12, now, to find the Top 50 PD titles of all time and see how they compare. **TMB**

Water-y rave

Aside from the masses of mail that arrives at Future Publishing each day our post people are used to delivering flowers (journalists are as romantic as anyone else, you know) from one building to another, bikes (we have three cycling titles) and even the odd cake. The bit of double glazing (aka a postcard) right, is doubtless a first, though.

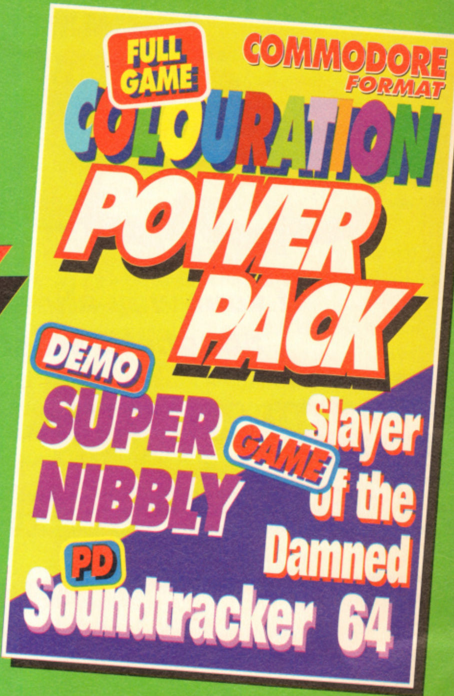


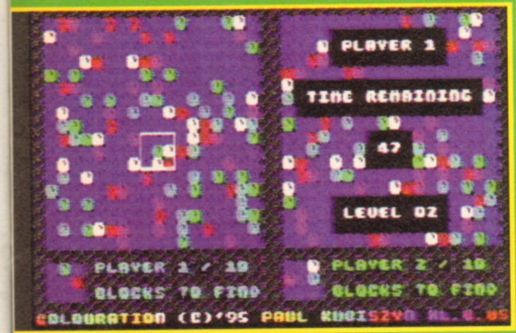
Clearly, a small matter of Perspex-tive.

Sorry, W A TERS (from Waterford, allegedly) no prizes for originality *or* illegibility. TMB

POWER PACK

Size, as they (usually small people) say, doesn't matter, it's what you do with it that counts. And here's where we tell you what to do with your tape.





You're right! Kubiszyn *is* an art form. Only we're talking Paul not Picasso and screens not easels.

Colouration

The man who brought you the mighty *Square Scape* is at it again. *Colouration* is a full game. It is the latest puzzler from Paul Kubiszyn of XL.C.US software, and it's another deceptively simple game.

All you have to do is match the block which appears at the bottom left of the screen to an area in the main grid above, move the white marker block around using the joystick, then press Fire! when you think you're in the right place.

In each round you have to locate ten blocks within a certain time limit. If you press Fire! when the marker block is in the wrong place one of the squares on the block is blanked out. So, don't risk too many guesses.

The game is fun on your own, but it is exponentially better against an opponent. Two play with two people just plug a second joystick into the free port, then press Fire! on both machines to start the game. It's then a battle to see which of you finds all your blocks first.

Super Nibbly

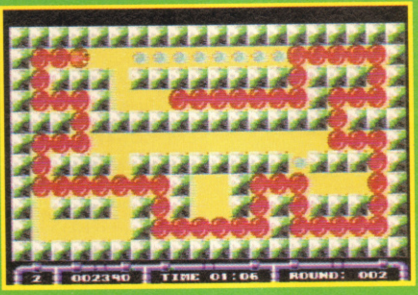
Finally, some of those German games we were telling you about issues ago are making it over here to the UK. BIB Developments have got the UK rights to *Starforce* and also to this ingenious maze game demo.

Super Nibbly has two levels and the concept is simple.

You have to guide the worm around the maze so that it eats all the pellets. It might sound like a cinch.

Unfortunately, the pellets make the worm grow which makes manoeuvring tricky. And you mustn't let the worm eat its own tail, because that means certain death.

So, try before you buy, and remember to support your friendly, local (well, local to the UK), neighbourhood C64 games importer.



Watch out! Or the worm will 'snake' up on you. Don't let it eat its tail or we're all dead.

Sound Tracker 64

Use this full PD utility to make sounds like *Erasure* and *2 Unlimited*. We're not sure why you'd want to, but if you should want to try your hand at a bit of Commodore composing, this is the easy way to write music on your C64.

Turn to page 17 for the complete step-by-step guide from a man a few of you might remember.

Slayer of the Damned

Travel back to a time when swords clash, the damned run in fear, the men were men and the sheep were nervous with *Slayer of the Damned*.

But let's start at the beginning, with Sid. Sid Slayer was a fairly happy, contented warrior, going about his daily business when the ruler of the land requested an audience.

"I have a quest for you," said the firm, but fair, king Zuyhiahohu, "that will test every fibre of your being. A quest that will stretch your intellect, cunning, instinct, psyche, strength, speed, and knowledge of the Warmington rail timetable to the full."

"Armed only with your sword, you must climb to the highest tower of the castle and… Oh, go down to the newsagent's and get me 20 Rothmans."

Realising he wasn't being paid by the word, the king decided to leave it at that. And so we join our noble knight on his quest for the sacred tobacco of Zuyhiahohu, getting sidetracked slightly in a killing frenzy.

It's all self-explanatory really, as these kind of games are – kill everything that moves, and maim everything that doesn't.

TAPE TO DISC

This month's Powerpack is also available on disc. To get the disc version simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em both in an envelope with a cheque or postal order, made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to: *CF57* Tape To Disc, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shrops TF7 4QR.

NO LOAD ZONE

If you are having trouble loading this month's Powerpack plonk the duff tape in a Jiffy Bag, slip in a tape-sized SAE and send it all to: *CF57* Tape Replacement Service, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shrops TF7 4QR.

GAMEBUSTERS

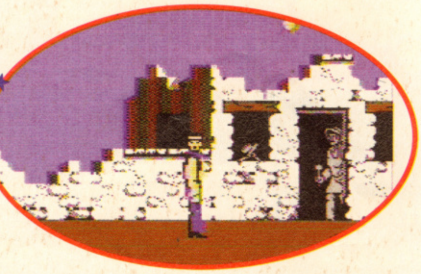
If your way ahead is the Darkest Road or you are caught up in Spaghetti Western, Andy Roberts shows you the way out.

SPAGHETTI WESTERN

SIMULATOR
(POWERPACK 54)

Fancy infinite energy to drive the bad guys out of town? How about infinite ammunition to drive them off with? Sound just too good to be true?

It isn't! Simply rattle your digits across the keyboard and let the listing do the rest.



'Oh mum, Do I *have* to come home *now*?'

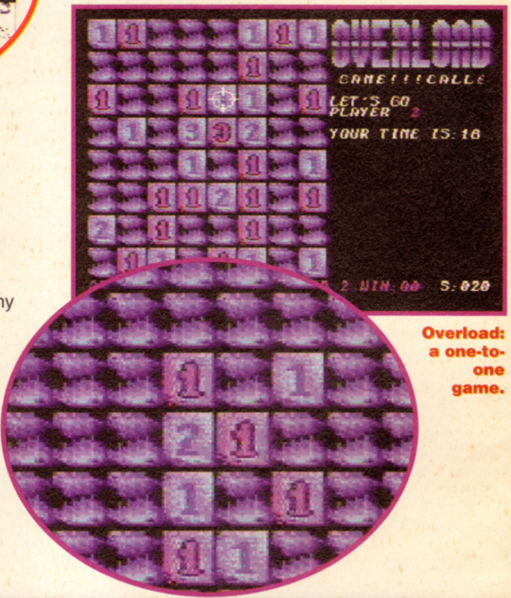
```
0 REM SPAGHETTI CHEAT BY WAZ
1 FOR X=516 TO 567:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C5981 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE ENERGY Y/N";A$
4 IF A$="N" THEN FOR X=549 TO
564:POKE X,234:NEXT
5 INPUT "INFINITE AMMO Y/N";B$:IF
B$="N" THEN POKE 542,206
6 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 037,141,175,008,169,002,141,176
13 DATA 008,169,173,141,
191,145,076,230
14 DATA 003,169,
234,141,246,053,
141,247
15 DATA 053,169,000,141,191,024,141,098
16 DATA 025,076,013,008
```

OVERLOAD

(POWERPACK 54)

This *Othello* variant is my kind of puzzler; quick to learn and easy to play. If you fancy infinite time with which to make your moves, this listing by Waz is just what you're looking for.

```
0 REM OVERLOAD CHEAT BY WAZ
1 FOR X=516 TO 551:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C3780 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 032,141,175,008,169,002,141,176
7 DATA 008,076,230,003,169,173,141,133
8 DATA 053,076,000,048
```



Overload: a one-to-one game.

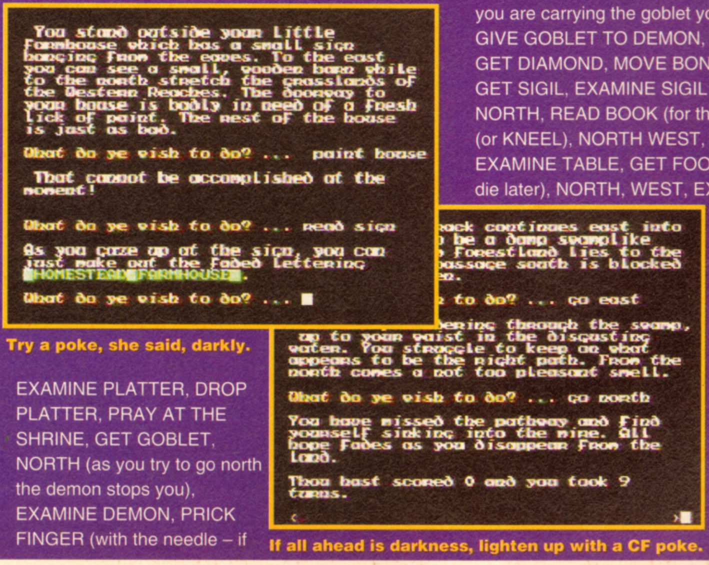
THE DARKEST ROAD PART 2

POWERPACK 56)

We gave you the first part of *The Darkest Road* on Powerpack 53. We gave you the solution in *CF*53, and being such kind souls, we've decided to finish what we started...

So here's the final part of the solution to accompany the final part of the game. Continued from 'Window on the World'

GO WEST, WEST, NORTH, NORTH, NORTH, NORTH, GET ORB, GET NEEDLE, EAST, EAST (at this point you can place the orb on the Dais to charge it, thinking that it might prove useful as a light source... but, sadly, it's a red herring), CLIMB WINDOW (you get a message saying 'it's too high'), STAND ON DAIS, CLIMB WINDOW, STORE, SAY MAJIK, READ THE BOOK (to gain the first clue), SAY WARNING, NORTH WEST (when the Wraiths attack you, STAND STILL or they will get you), EAST, EXAMINE SHRINE, GET PLATTER, EXAMINE PLATTER, DROP PLATTER, PRAY AT THE SHRINE, GET GOBLET, NORTH (as you try to go north the demon stops you), EXAMINE DEMON, PRICK FINGER (with the needle – if you are carrying the goblet your blood drips into it), GIVE GOBLET TO DEMON, EXAMINE DEMON, GET DIAMOND, MOVE BONES, DROP NEEDLE, GET SIGIL, EXAMINE SIGIL (hear no evil). GO NORTH, READ BOOK (for the second clue), BOW (or KNEEL), NORTH WEST, SOUTH WEST, EXAMINE TABLE, GET FOOD (if you eat it you will die later), NORTH, WEST, EXAMINE IDOL, INSERT DIAMOND (in the Idol's eye), WEST, EXAMINE ROOM, READ BOOK (for the third and final clue), DROP BOOK, GET STONE, GET COIN (see no evil), EXAMINE ROOM, PULL LEVER (you receive a warning here if you have eaten the food), LOOK CHANGELING IN



```
You stand outside your Little
Farmhouse which has a small sign
hanging from the eaves. To the east
you can see a small, wooden barn while
to the north stretch the grasslands of
the Western Reaches. The doorway to
your house is badly in need of a fresh
lick of paint. The rest of the house
is just as bad.

What do ye wish to do? ...  paint house

That cannot be accomplished at the
moment!

What do ye wish to do? ... read sign

As you gaze up at the sign, you can
just make out the faded lettering
HOMESTEAD FARMHOUSE.

What do ye wish to do? ... █
```

Try a poke, she said, darkly.

```
ack continues east into
 be a damp swamplike
 Forestland lies to the
passage south is blocked
en.

 to do? ... go east

ering through the swamp,
 up to your waist in the disgusting
water. You struggle to keep on what
appears to be the right path. From the
north comes a not too pleasant smell.

What do ye wish to do? ... go north

You have missed the pathway and find
yourself sinking into the mire. All
hope fades as you disappear from the
land.

Thou hast scored 0 and you took 9
turns.

<                                    >█
```

If all ahead is darkness, lighten up with a CF poke.

ACTION REPLAY POKES

To use these modern cheat miracles, simply freeze the game, press 'E' to enter the pokes (press RETURN twice after the last poke), then press 'F3' to restart the game.

SPAGHETTI WESTERN SIMULATOR
POKE 10910,234
POKE 10911,234
POKE 3371,0
POKE 3534,0 – Infinite energy
POKE 58994,173 – Infinite ammo

OVERLOAD
POKE 13701,173 – Infinite time

ANTIFRICTION
POKE 7745,173 – Infinite lives
POKE 7424,96 – No collisions

AMORPHOUS DEMO
POKE 19927,173
POKE 20013,173
POKE 20061,173 – Infinite lives
POKE 18766,173 – Infinite time
POKE 18706,173 – Infinite tiles

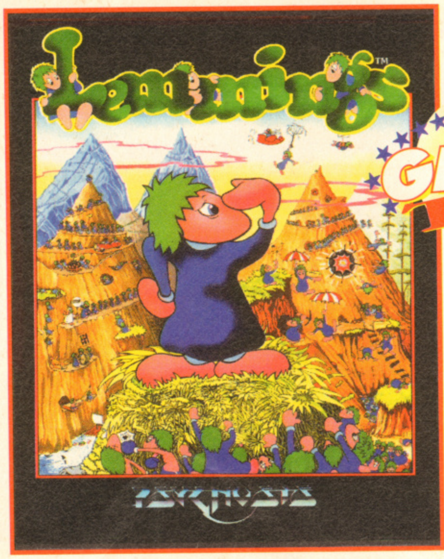
SCEPTRE OF BAGHDAD
POKE 32587,165 – Infinite energy
POKE 32599,165 – Infinite lives

STARS AND RINGS
POKE 20504,97
POKE 20505,0 – Infinite lives

SQUARE SCAPE 2
POKE 17142,173 – Infinite lives
POKE 17019,173 – Infinite moves
POKE 16959,173 – Infinite time

THE EYES, WEST, BREAK STONE, RUB STATUETTE (you die here if you have eaten the food), DROP STATUETTE, GET DOG, FEED DOG (with the food), GET CAT, SOUTH, EXAMINE GRASS, GET ROPE, EXAMINE FRONDS (if you PULL the fronds or go WEST the fronds poison you), BLOW FRONDS, WEST (at this point you may think you need the orb), USE ORB, DROP ORB (if you go NORTH you fall down a pit).EXAMINE FLOOR, GET MEDAL, EXAMINE MEDAL (speak no evil), TIE ROPE TO CAT (*sounds ominous – Ed*), UNLOCK DOOR (using the key), NORTH, EXAMINE DOOR, LISTEN AT THE DOOR (hear no evil – you must be carrying the Sigil), LOOK AT THE DOOR (see no evil – you must be carrying the coin), SPEAK NO EVIL (you must be carrying the medal), EAST (you only have a few moves to deal with the Wanderer), then finally SING SONG to defeat the Wanderer and complete the game.

Note: if you SING SONG before you meet the Wanderer, you can't complete the game. So, don't.



LEMMINGS

(E & E Software, PO BOX 934, 5900AJ, Venlo, Netherlands)

Here's a handy-dandy cheat for this marvel of modern conversions, which allows you to skip levels at will. To activate the cheat mode, simply press '3' in the main menu, then type WANNABFREE (without any spaces). Now start the game as normal, then use the following technique to skip the current level: hold down the left SHIFT key with the LEFT ARROW key (top left-hand side of keyboard), press Fire! to load the next level.

Many thanks to the Anonymous Tipster for that gem. And if that isn't enough, you can also find some extensive tips, along with all the passwords for the game, in *CF*51 and *CF*52.

Love 'em? Or wish you could lead 'em over the edge of a cliff? Determine the fate of the infuriating fiends – see *Lemmings* offer page 23.

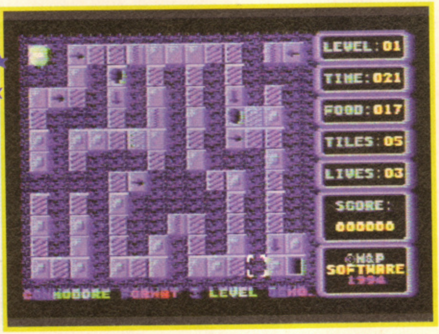
Coverdisc HEADACHES?

You can't please all of the people, all of the time, as somebody nearly said. That might be true, but we like to give it a try, anyway. Chris Freeman, a loyal *CF* subscriber, wrote in recently. Chris receives the disc version of the Powerpack. He wants to see cheats for the coverdiscs in future issues, but the extra effort needs to be justified – which is where you come in.

If you'd like to see cheats and listings for the disc Powerpacks, write to 'We want Power Pokes', Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. If there's enough demand, we'll give them the attention they deserve, so don't delay, register your vote today!

AMORPHOUS DEMO

(POWERPACK 54)



Spend a night or so on the tiles with Amorphous.

Faced with this game, three words instantly spring to mind: utterly, but utterly, frustrating…

So, if, like me, you'd like a little help, this listing rewards you with infinite lives, buckets of time, and more tiles than you find at even the biggest, most well stocked B&Q.

```
0 REM AMORPHOUS DEMO CHEAT BY WAZ
1 FOR X=516 TO 563:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C5008 THEN PRINT "DATA ERROR":END
3 FOR I=1 TO 3:READ A$,W1,W2:PRINT
"INFINITE ";A$;:INPUT X$(I)
4 IF X$(I)="N" THEN FOR X=W1 TO W2:POKE
X,234:NEXT X
5 NEXT I:POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,175,008,169,002,141,176
13 DATA 008,076,230,003,
169,173,141,180
14 DATA 045,141,010,046,
141,058,046,141
15 DATA 079,041,141,225,
040,076,000,128
16 DATA LIVES,546,554,
TIME,555,557
17 DATA TILES,558,560
```

And if you are playing the full Amorphous game, see the 'Passwords' box below for all the pokes you could possibly hope to wish for, in your whole life. Ever.

Er, if you know what I'm trying to say. ➤

Passwords

Level 4 – 1324
Level 7 – 2475
Level 10 – 9742
Level 13 – 0666
Level 16 – 0071
Level 19 – 4328
Level 22 – 6324
Level 25 – 7164
Level 28 – 6348
Level 31 – 2279
Level 34 – 2325
Level 37 – 4629
Level 40 – 5721
Level 43 – 3927
Level 46 – 0046
Level 49 – 8304
Level 52 – 5943
The End – 1994

ANTIFRICTION

(POWERPACK 54)

You might just have noticed that the collision detection in this simple shoot-'em-up is tilted in favour of the aliens. So simply type in this listing, SAVE for any future use, then RUN it for infinite lives and no collision detection whatsoever.

No sky-ving – there's aliens to annihilate.

```
0 REM ANTIFRICTION CHEAT BY WAZ
1 FOR X=516 TO 556:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C4116 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 545,206
4 INPUT "NO COLLISIONS Y/N";B$:IF B$="N"
THEN POKE 550,173
5 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,175,008,169,002,141,176
13 DATA 008,076,230,003,169,173,141,041
14 DATA 027,169,096,141,061,026,076,001
15 DATA 008
```

SCEPTRE OF BAGHDAD

(POWERPACK 55)

If last month's complete solution, tips, and cheats scarcely fulfilled your desires, try this listing poke for infinite lives and energy. The Caliph awaits!

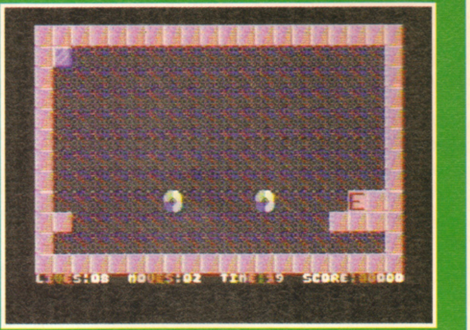
```
0 REM BAGHEAD CHEAT BY WAZ
1 FOR X=516 TO 541:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C3170 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 165,141,158,130,141,170,130,076
7 DATA 230,003
```

SQUARE SCAPE 2

(POWERPACK 55)

Struggling in a futile and pathetic manner? Well, if the listing poke (for infinite lives, time, and moves) barely helps, here's how to finish the first 10 levels.

LEVEL 1 DOWN, RIGHT.
LEVEL 2: RIGHT, DOWN, RIGHT, UP, RIGHT.
LEVEL 3: DOWN, RIGHT, DOWN, LEFT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, DOWN, RIGHT, UP, RIGHT.
LEVEL 4: DOWN, RIGHT, UP, RIGHT, DOWN, LEFT, RIGHT, UP, LEFT.
LEVEL 5: RIGHT, DOWN, LEFT, DOWN, RIGHT, UP, LEFT, UP, RIGHT, DOWN, RIGHT,UP.
LEVEL 6: DOWN, RIGHT, UP, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT.
LEVEL 7: DOWN, RIGHT, UP, RIGHT, DOWN, LEFT, UP, RIGHT, UP, LEFT.
LEVEL 8: RIGHT, DOWN, RIGHT, UP, DOWN, LEFT, DOWN, UP, LEFT, DOWN.
LEVEL 9: RIGHT, DOWN, RIGHT, UP, RIGHT, DOWN, RIGHT, UP, RIGHT, DOWN, LEFT.
LEVEL 10: RIGHT, DOWN, LEFT, UP, LEFT, DOWN, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT.



Square up to fate in Square Scape 2.

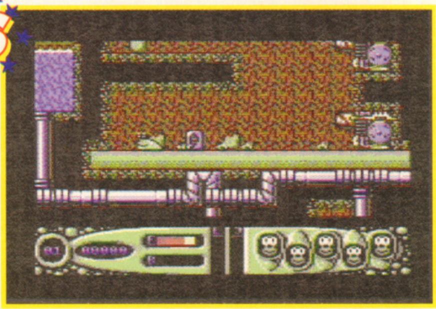
```
0 REM SQUARESCAPE 2 CHEAT BY WAZ
1 FOR X=516 TO 557:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C4419 THEN PRINT "DATA ERROR":END
3 FOR I=1 TO 3:READ A$:PRINT "INFINITE
";A$;:INPUT X$(I)
4 IF X$(I)="N" THEN FOR X=543+(3*I) TO
545+(3*I):POKE X,234:NEXT X
5 NEXT I:POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,173,141,246
14 DATA 066,141,123,066,141,063,066,076
15 DATA 160,121,LIVES,MOVES,TIME
```

STEG THE SLUG

(POWERPACK 51)

To follow up the tips printed in *CF*53 here is the complete, final, and definite list of the hidden bonus rooms (and where to find them), courtesy of Richard Beckett.

To access the rooms, push in the direction of the wall and press Fire! Got that? Good.



Steg the Slug needs Lebensraum. You can help.

LEVEL 1 In the bottom right-hand corner of the section containing the nest.

LEVEL 2 Fall down as far as you can to the L-shaped section, and find the bonus level in the bottom right-hand corner.

LEVEL 3 Go up to the platform above your starting location and you find it in the bottom left-hand corner.

LEVEL 4 To the left side of the nest.

LEVEL 5 Go down the right-hand passage until pipes block your path and it's on the right-hand wall.

LEVEL 6 To the right side of the nest.

LEVEL 7 The right-hand corner of the wall on which you start.

LEVEL 8 Go up to where the higher group of three slugs is, and it's in the left-hand corner.

LEVEL 9 Go up to the n-shaped platform, the bonus level is at the top left-hand side.

LEVEL 10 Go up one section to the four fans. It's in the bottom right-hand corner.

STARS AND RINGS

(POWERPACK 55)

Get sucked into world.
The listing is for infinite lives.

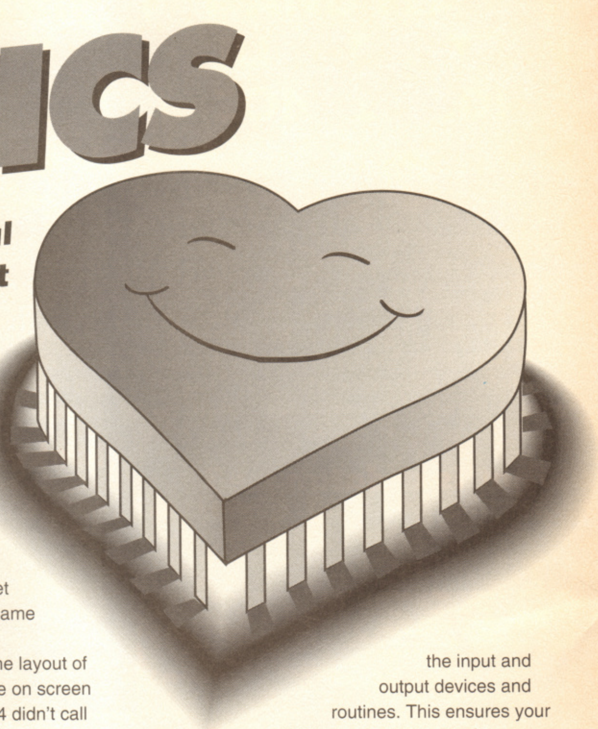
```
0 REM RINGO STAR CHEAT BY WAZ
1 FOR X=516 TO 543:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C3132 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 097,141,189,035,169,000,141,190
7 DATA 035,076,230,003
```

SEND! SEND!! SEND!!!

If you have any maps, cheats, tips, solutions, POKEs, or game playing tricks up your sleeves, scribble them down and post 'em to: Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW, or e-mail us at cf@futurenet.co.uk. putting 'games tips' in the subject line.

And if you're stuck on any game, no matter how old or obscure it may be, we can help with pokes, listings, tips, or even complete solutions. Simply write your plea on a postcard or back-of-an-envelope, add the name of the publisher and the part of the game you're stuck on, then send it to the address above marking your request 'SOS'. And always remember – we care.

TRUE ROM-ANTICS



Jason Finch introduces you to four very useful routines. No need to reach for the Valium, just yet though, there's nothing too complicated.

The first routine of this month's four routines is reasonably common. The other three are really lightweight and are often called as a series of three because they initialise various parts of the C64.

PLOT

Routine name: PLOT
Function: Read or set the cursor location
Call address: $FFF0 (65520)

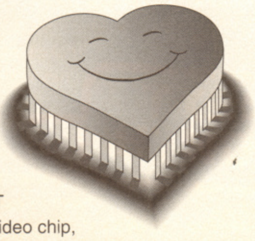
Parameter passing: X and Y index registers
Prerequisite routines: None
Error reports: None
Stack requirements: 2
Registers changed: Accumulator, X and Y index registers

Description: This is undoubtedly one of the most useful ROM routines if you write a lot of information to the screen, but it's also confusing. In both reading and setting the position of the cursor on the screen, the X co-ordinate is read or set by the Y index register and the Y co-ordinate by the X register! To set the cursor position you clear the carry flag and set up the X and Y index registers before calling the routine. To read the position you set the carry flag, call the routine and then read the values from the X and Y registers.

The routine uses zero page memory locations $D3 and $D6 (211 and 214) which are, unsurprisingly, described as the 'Cursor Column' and 'Cursor Row' bytes in most reference manuals.

Example: You want to move the cursor to column eight on row 12; it's co-ordinates are then 8,12. This is basically the same as pressing the HOME key, followed by eight taps of the cursor right key and 12 of the cursor down key.

```
LDY #8
LDX #12
CLC
JSR $FFF0
```



CINT

Routine name: CINT
Function: Initialise video chip, screen editor and keyboard
Call address: $FF81 (65409)

Parameter passing: None
Prerequisite routines: None
Error reports: None
Stack requirements: 4
Registers changed: Accumulator, X and Y index registers

Description: The 6567 Video Interface Chip, lovingly known as VIC, has to be set up before it can do things properly. The same is true for the main screen editor and the keyboard; the computer needs to know the layout of the keys so that it can correctly reproduce on screen what you type on the keyboard. If the C64 didn't call this routine automatically when you switched it on, nothing much to do with the screen and graphics would work in the way you know and love.

Some of its purpose is to clear the screen and reset all the values of the VIC chip, such as the sprite positions, screen colours and graphics mode. Copies of various areas of RAM memory are brought down from the ROM so that the cursor starts flashing at the correct rate and so forth. It's all very technical. Basically, if you find yourself having to reset or initialise the graphics bits and bobs, call this routine. All plug-in cartridges call this routine if they override the normal startup procedure of the C64.

Example: CINT is often called together with IOINIT and RESTOR to initialise various bits of the C64. If you have a lot of raster interrupts running, (seriously screen, graphics and interrupt oriented), then call all the routines to reset everything quickly and efficiently:

```
JSR $FF81; CALL CINT
JSR $FF84; CALL IOINIT
JSR $FF8A; CALL RESTOR
```

IOINIT

Routine name: IOINIT
Function: Initialise input/output devices
Call address: $FF84 (65412)

Parameter passing: None
Prerequisite routines: None
Error reports: None
Stack requirements: None
Registers changed: Accumulator, X and Y index registers

Description: In much the same way as CINT initialises the video chip and screen editor, IOINIT initialises all the input and output devices and routines. This ensures your C64 can send and receive information properly from bits of kit that you plug in the back. The routine resets all the important registers within the CIAs; for instance, raster-related registers, serial read and write timings and such like. It also kills the volume on the SID chip.

RESTOR

Routine name: RESTOR
Function: Restore default input and output vectors
Call address: $FF8A (65418)

Parameter passing: None
Prerequisite routines: None
Error reports: None
Stack requirements: 2
Registers changed: Accumulator, X and Y index registers

Description: This very quick and simple routine copies 32 bytes of memory from locations $FD30-$FD4F down to $0314 onwards.

This effectively takes the default values of the 16 input and output vectors from the ROM and restores their values in the RAM. These include the Interrupt Request (IRQ), and Non-Maskable Interrupt (NMI) vectors, together with stuff for vectors that point to load and save routines within the ROM.

NEXT MONTH:

Get down to some serious talking and some equally serious untalking. Has Jason Finch finally lost his marbles? Tune into *CF*58 and find out.

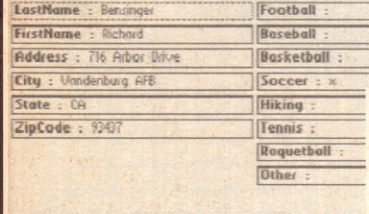
For the record

Andrew Fisher, Technical Editor of geoClub UK, runs his fingers through geoFile, an at-your-fingertips database program for the C64 and 128.

geoFile is called, rather grandly, 'the data filing system' for use with GEOS; the more common term is a 'database'. And, as with all the GEOS applications, you can learn to use it, quickly, because of the simple user interface, with its menus, icons and keyboard shortcuts. But *geoFile* is like an iceberg in that there is a lot more power lurking beneath the surface..

What is a database?

A database is, quite simply, a computer filing cabinet, although it may be a piece of software rather than a metal monolith that lurks in the corner of the office on which you snag your tights or gash your shin. Each file you create in *geoFile* is split into individual 'records' containing the information about one item – from address to catalogue number, for example.



LastName : Bensinger
FirstName : Richard
Address : 716 Arbor Drive
City : Vandenburg AFB
State : CA
ZipCode : 93437
Football :
Baseball :
Basketball :
Soccer : x
Hiking :
Tennis :
Raquetball :
Other :

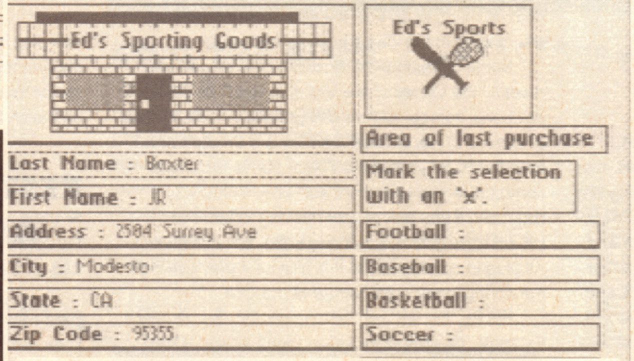
Data is ready to use with geoMerge.

To actually hold the information, each record is split into 'fields' – one for the name, address and so on. *geoFile* also sorts the database automatically using the 'sort field' that you choose, whether it is surname or catalogue number (for all you *CF* reading record collectors).

Creating a 'form' is as simple as clicking the mouse to set the start point and then dragging out the outline of the box. You can then move, copy, delete and re-size them as many times as you want. Another useful option is the 'sub-layout' which allows you to display the same information (or only selected items) in a different way. A fictitious company database might have all the information on the master form, and then a separate sub-layout that displays the addresses, for example.

Make your entry

Next step along the road is to enter and change information held in the database. To put information in simply select the data entry mode and type away. You see the master form on screen and you can move around the empty fields at will as you enter the data. When you have finished select 'new form' to be presented with a blank form again – the record you were working on is saved and sorted into its correct position in the database.



Last Name : Baxter
First Name : JR
Address : 2584 Surrey Ave
City : Modesto
State : CA
Zip Code : 95355
Area of last purchase
Mark the selection with an 'x'.
Football :
Baseball :
Basketball :
Soccer :

A typical geoFile database form complete with graphics and data.

Finders keepers

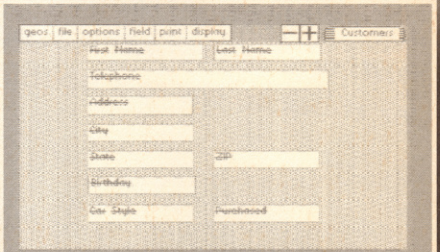
With *geoFile*, you can quickly view specific records using the search option. So, if you want to find all the customers who bought a pink car, or were born on the fourth of July (sounds like the name for a film..) you simply enter the data you are looking for in a blank form and *geoFile* finds it for you.

You can even get more complex, for example, you can search for all the names that begin with 'm', have an 'h' at the end, or for any combination of 'wildcards'. You can also 'search and replace', if you want to update and change information contained in a record using the same method.

Show us your prints

The g*eoFile* printing options are versatile, allowing you to print one, some or all of the records at one time. So, you could search for those pink cars and print them out to remind you...

But, the choice does not end there. You could print out a blank form or choose whether the field names and boxes were printed, as well. There is a preview mode (like most of the applications) so you can see what it will look like when you print, and also the option to 'pack' as many forms as possible on to each sheet of paper. Neither are you restricted to printing on paper – *geoFile* prints on to labels or index cards. It will even create what are called 'column headers': the records are printed horizontally in a table under the field names.



Print out time: crossed out fields won't print.

Does it work with...?

geoFile is designed to work smoothly and efficiently with other GEOS programs. Add graphics to your database from *geoPaint*, copy the information into a *geoWrite* file;, and shift data from a record or all the records into a text scrap for use in the spreadsheet (*geoCalc* – see *CF*56) and chart program (*geoChart – see Commodore Format* next month).

With *geoFile* you also receive *GeoMerge*, a program designed to create form letters. Using *GeoMerge* means you can create one letter, run *geoMerge* and 'merge' in the names and addresses of people in a *geoFile* database: perfect for all those advertising circulars.

In conclusion

The large capacity of *geoFile* (up to 3000 records, with 40 different fields on each) makes it suitable for collectors and business people. Best of all, the ease with which it works with the other GEOS applications makes difficult chores like running a business easier.

GEOFILE

geoFile is available in two versions – *geoFile 64* at £39 and *geoFile 128* (with 80 column and numeric keypad support) at £45. For more details on this and other GEOS products send two first class stamps to

Electric Boys Entertainment Software,
917b Brighton Road, Purley, Surrey
CR8 2BP ☎ 0181 668 7595.

The Electric Boys also stock *Superbase* for the 64 and 128. This is the most powerful database that runs outside of GEOS.

NEXT MONTH

Turn all the mathematical data you have in *geoCalc* or *geoFile* into eye-catching graphics with *geoChart*, the GEOS graphing program.

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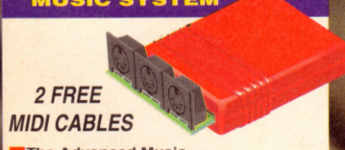

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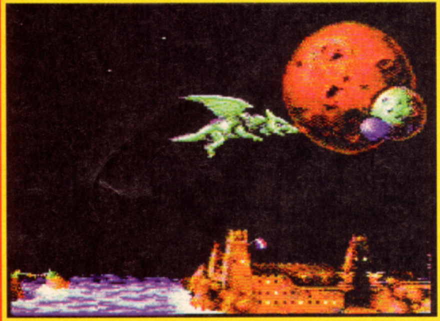
Enter the domain

Like it, hate it, or just plain ignore it, but there's no denying that the Public Domain is the best possible place to pick up low-cost C64 software. Andy Roberts is your guide.

The C64 is an amazing piece of hardware, but people seem to be wandering off in the direction of 'console-land' by the dozen. Perhaps the main reason is the lack of new software – there have been fewer than 12 commercial releases to speak of over the last couple of years.

What's the point of owning one of the best home computers if there's no software to use with it? Well, if you try peeking into the realm of Public Domain software, you find more entertainment than you could possibly hope for.


Dutch Breeze: voted no. 1 PD game. Innovative.

For many people, the phrase Public Domain conjures up a less than exciting image, associated more with the anorack-types who want to learn rather than have fun. On the contrary, PD software is fresh and exciting.

Get it here!

Bitten by the PD bug and want to get some software as soon as possible? Then try one of the libraries listed under PD libraries and Shareware in the C64 Scene Directory on pages 3 and 4. Please, remember to enclose an SAE to receive a catalogue of the library's latest wares. Oh, and you should specify whether you use tape or disc, too.

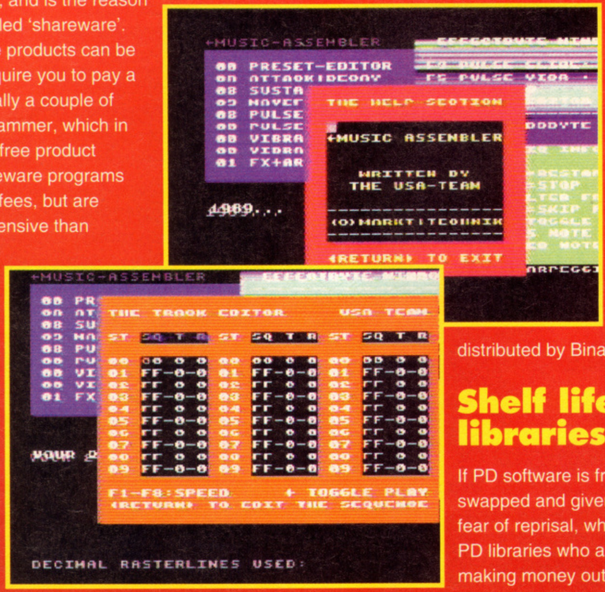
But what is PD?

PD software is, quite simply, something which can be copied and distributed freely by anyone. Say, for example, you bought a copy of the platform game *Mayhem in Monsterland*, and then decided to give a copy to a friend – you would be breaching copyright laws, because, like most commercial software, *Mayhem* is copyrighted.

PD software is, on the whole, copyright-free. Indeed, most of the programs which come from Europe and the States do so purely because they have been copied and passed on to someone else. The programmers behind this software expect no financial rewards for their efforts and release their work into the domain for everyone to enjoy. But this isn't always the case, and is the reason behind a scheme called 'shareware'.

Some shareware products can be copied freely, but require you to pay a registration fee (usually a couple of pounds) to the programmer, which in turn guarantees you free product updates. Other shareware programs carry no registration fees, but are marginally more expensive than traditional PD programs (the extra money going to the programmer). See the 'Share and enjoy' box on page 13 for more information.

'Almost PD' is a similar scheme whereby programmers restrict which libraries can and cannot distribute their software. For example, the demo *Dystopia 2* (reviewed in *CF*54) is a copyright-free demo. This means it can be copied by anyone who wishes to do so, but can only be distributed by Binary Zone.



USA Music: voted no. 2. A brilliant music editor.

Shelf life – libraries

If PD software is free and can be swapped and given away without fear of reprisal, why the need for PD libraries who are obviously making money out of this?

Basically, libraries exist for

much the same reason as conventional libraries. There are thousands and thousands of PD programs available, and dozens are released every month.

Even the most eager PD fanatic would have trouble collecting even half of the new releases. (Many come from foreign countries, particularly mainland Europe and can be tricky to get hold of.) PD libraries often have the contacts and resources to collect most, if not all, of the latest PD software and many have literally hundreds of discs in their catalogue.

The cost of collecting these titles, weeding out the bad ones, storing them, producing catalogues (as well as duplication and administration expenses) soon adds up. This means that, although the software is free, you usually have to pay a little extra to cover these charges.

So, although libraries *do* make money from PD software, they don't usually cream off huge profits, and you, the consumer, reap the benefits in terms of quality and convenience. The reason for 'Almost PD' becomes clear now. If you had spent hours creating a program, you might not want everyone to make a profit from your hard work. This is why some programs are restricted to certain companies.

Getting started

If you're a complete beginner when it comes to PD, grab yourself a stack of envelopes and some stamps. All PD libraries have a catalogue of some description, be it printed or in disc form, and in most cases, simply sending off an SAE guarantees you a catalogue by return of post.

The first thing to bear in mind is that PD software is primarily available on disc. It's much, much quicker than cassette, easier (and much less trouble) for programmer's to create disc-based software, and generally 75% faster for libraries to duplicate.

That doesn't rule out tapes completely, though. Indeed many libraries (including Binary Zone and Megatronix) also have extensive tape ranges which incorporate the best of the disc-based titles – don't forget that a C90 cassette can hold more C64 code than a standard disc. The point is, when you send off for a catalogue, you should state clearly whether you own a disc drive or not. Once you have your catalogue in hand, however, and you're itching to order some goodies, the question is what do you choose?

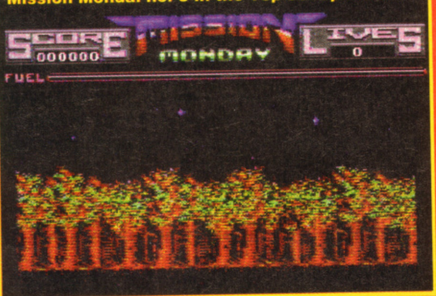
Share and enjoy!

Although there are thousands of shareware programs in circulation, ironically there is only one company which specialises in C64 shareware…

Shareware Plus have an extensive range of titles, including games, utilities, word processors, hints discs, GEOS utilities, clip art, music programs, COMMS software, and even a version of the Bible! They also have many discs dedicated solely to the C128 (which is rather handy if you own one of these rare beasts). If you're a serious C64 user with a passion for creating, learning, and making your computer work for you, shareware has plenty to offer.

For a catalogue, send a large SAE to Shareware Plus, see C64 Scene Directory, page 3-4. Don't forget to tell them who sent you.

Mission Monda: no. 3 in the Top 50. Splendid.



Are you game?

Generally speaking, you can't really lose with PD games as most of the time they're as good (if not, better) than their commercial counterparts. Whether you're a fan of shoot-'em-ups, puzzle games, or even SEUCK creations, there is plenty of cheap and cheerful entertainment available. And if you can't find the commercial release, why not try the PD clones? For example, *Army Moves* becomes *Mission Monday*, *Arkanoid* morphs into *Hallax*, *Parallax* appears as *Terminal City*, and there's even a version of *Tetris* to rival the official C64 version!

Room for utilities?

If you are a programmer or even if you are just starting out PD doesn't just consist of games – there are hundreds of utility programs available as well.

Whether you want to create, manipulate, or convert graphics; catalogue your collections; create your own demos; write letters to fellow C64 chums; compose music; or even add titles to your home movies, you'll find comprehensive and easy-to-use programs within the public domain.

Be demo-nstrative

The final category of public domain software is one which gains a mixed reaction from C64 owners…

Demos are created purely for entertainment purposes and to show off a particular programmer's skills. Whether it's a simple scrolling message with music, or even an epic megademo containing several different sections, at the end of the day it's just a bunch of flash effects, right? Well, that's where the argument starts.

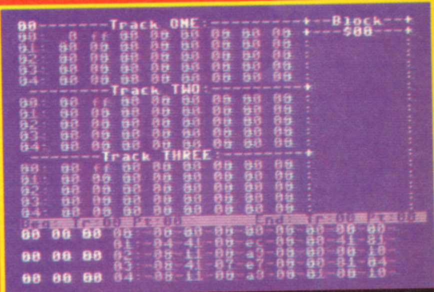
While a demo might be technically amazing, you can't play it, and once you've seen it you might as well bin it. However, there are some demos which you can return to again and again.

Some are very entertaining indeed, and more often than not, they set new standards for the C64 (such as the awesome *Access Denied*, see PD Format, page 19). It's also worth pointing out that many of the C64s top games programmers started out creating demos, and is an ideal opportunity for would-be programmers, artists, and musicians to cut their teeth.

However, disagreements aside, demos are an integral part of the PD scene, and even if you're not a huge demo fan, it's often worth checking out some of the highly recommended ones. See 'The Top 5p PD programs' and the 'Need help?' box, overleaf.

Support systems

As you can see, while the commercial side of the C64 is dwindling, there is masses of activity in the Public Domain. As a C64 user you owe it to yourself to get involved. With new releases every month, there's no



Future Composer: no. 4. Flexible, user-friendly.

Feeling adventurous?

If you like to involve your brain a little more than your trigger finger, you'll be overjoyed to learn about The Guild, the adventure library run by Binary Zone PD.

You can't pick up commercial adventures such as *Zork* or *The Hitch Hiker's Guide to the Galaxy*, but you can choose from more than 50 quality adventures written by true devotees.

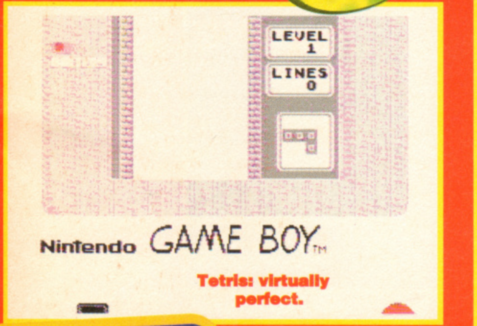
Couple this with two huge adventure compilations (containing more than 40 adventures each), and you'd be barmy to turn the page. Go on, be a devil, send an SAE to The Guild, see the C64 Scene Directory on pages 3-4 for contact details for this and all other PD libraries.

limit to the amount of fun you can have (especially as PD software is ridiculously cheap).

If you support the libraries they can continue to support the C64 – now who can refuse an offer such as that?

More help?

Now, for more information about which public domain games, demos and utilities to buy check out the 'Top 50 PD programs', right, chosen by a man who ought to know: Jason Mackenzie from Binary Zone. Also, most libraries usually recommend various demos in their catalogues, but don't be afraid to ask them for advice).



Tetris: virtually perfect.

NEXT MONTH

I just couldn't squeeze in as much information as I wanted.

So re-join us in 30 days' time to continue your voyage through the Public Domain or you'll miss out on the history of C64 demos, the top five libraries exposed, plus, 25 things you never knew about PD.

The Top 50 PD programs

There are literally thousands of PD programs available for the C64, ranging from demos, utilities and games, to clip art, music editors, and letter writers. With so much to choose from, it would, therefore, be almost impossible to write a comprehensive and definitive Top 50. Almost.

Jason Mackenzie from Binary Zone PD drew up a list which incorporates the best of everything and, as an extra bonus, he also included the relevant Binary Zone disc numbers (use these numbers if you order these products from Binary Zone PD). And, if you're a PD novice, it represents a well-balanced selection with which to begin your collection.

Deep breath, here goes...

01. **DUTCH BREEZE** (Blackmail) – BZD200.
An enormously popular demo, which received the accolade of the Top PD demo of all time in *CF*53. It boasts several innovative and polished sections, some stunning sonics, and even a tribute to some of the great C64 artists.

02. **USA MUSIC ASSEMBLER** (Dutch Usa Team) – BZU009.
This is a brilliant music editor, and is used by many of today's musicians (check out *Sceptre of Baghdad*). Editing voices is a cinch, and tunes can be built up easily by using a series of different sequences.

03. **MISSION MONDAY** (Ash & Dave) – BZG005.
A splendid *Army Moves* variant written by a legendary duo. It involves a heavily-armed jeep traversing the treacherous landscape, and while the gameplay is a little samey, it's easy to play.

04. **FUTURE COMPOSER** (Various) – BZM003.
This is by far the most popular music creation utility, and has been updated by countless programmers (each adding more features). It's both flexible and user-friendly, but is really geared towards more experienced musicians.

05. **DIR MASTER** (Various) – BZU001.
A handy little utility, which I use quite a lot. It's basically a directory editor, which allows you to customise the directory of any disc to include comments, spacers, change block values, and much more besides.

06. **GAMEBOY TETRIS** (PARADIZE) – BZG003.
Also featured in *CF*50, this was originally included as part of a megademo, but has since emerged as a decent game in its own right. It's a virtually perfect conversion, with the same playability and 'feel' as the original.

07. **TOP PRIORITY** (Contex) – BZD016.
This also made it into our Top 10 demos, and quite rightly so, as it's one of Cycleburner's best. It might only have four sections, but the music and synchronisation effects make this a quality piece of software.

08. **ELECTRIC CAFE** (Ash & Dave) – BZD001.
The writers of *Mission Monday* and *Terminal City* also found time to produce demos, including this one. It features some amazing spinning heads, accompanied by Kraftwerk-esque samples. Electric Cafe is one of the all-time classic demos.

09. **TERMINAL CITY** (Ash & Dave) – BZD037.
Another game by Ash and Dave, which is remarkably similar to the ground sections from *Parallax* (and features most of Galway's classic *Parallax* tunes). Shoot the baddies and save the world. Simple but compelling.

10. **ROCKMONITOR** (Dutch Usa Team) – BZU008.
Another sound creation utility – but this one has a subtle difference. As well as SID-based music, you can also produce tunes which utilise samples sounds (be they drums, speech, or whatever). Rockmonitor is a must for any musician.

And the rest...

11. **ROBB HUBBARD DISK** (Ash & Dave) – Music disc	(BZM004).
12. **WILD AT HEART** (Panoramic) – Multipart demo	(BZD095).
13. **TWIN TIGERS** (Alf Yngve & Jon Wells) – PD game	(BZG009).
14. **THE EQUALIZER** (Plasma Graphix) – Graphic demo	(BZD012).
15. **MONSTER MASH** (Phoenix) – PD game	(BZG011).
16. **DUCKS** (TAT) – Digi music demo	(BZD213).
17. **FLUBBLE & SQUIJ** (Duo Soft) – Shareware game	(BZG011).
18. **THAT'S THE WAY IT IS** (Scoop) – Graphic demo	(BZD010).
19. **REUTERS WORLD** (Alf Yngve) – PD game	(BZG007).
20. **TERMINUS** (Drew Rodger) – Movie-style demo	(BZD114).
21. **GRAPHIXMANIA 2** (MDA) – Multipart demo	(BZD188).
22. **THRUST CONCERT** (Stoat & Tim) – Music demo	(BZD010).
23. **VIORIS** (Antic) – two-player PD *Tetris* game	(BZG006).
24. **SNACK MAN** (John McCarthy) – PD *Pacman* game	(BZG002).
25. **DIGITAL ACID** (Ash & Dave) – Digi music demo	(BZD007).
26. **DOUBLE DENSITY** (Ash & Dave) – Graphic demo	(BZD001).
27. **ICE CREAM CASTLE** (Crest) – Multipart demo	(BZD126).
28. **CHAOS** (Kernal) – PD game	(BZG002).
29. **LOOK SHARP!** (Contex) – Digi music demo	(BZD001).
30. **ALIENATOR '93** (Alf Yngve) – PD game	(BZG003).
31. **RETICULATE** (SCG) – Interlaced graphic demo	(BZA004).
32. **PIECE OF CAKE 3** (Megastyle) – Multipart demo	(BZD078).
33. **WONDERLAND 9** (Censor) – Multipart demo	(BZD180).
34. **STARS & RINGS** (Peter Staaks) – PD game	(BZG003).
35. **THE JUGGLER** (Ratt) – Animation	(BZD117).
36. **LEGOLAND** (Fairlight) – Multipart demo	(BZD178).
37. **RED STORM** (Triad) – Multipart demo	(BZD225).
38. **MORE THAN NOPS** (Taboo) – Multipart demo	(BZD215).
39. **TIGER HELL** (Triad) – PD game	(BZG004).
40. **EMOTIONAL BREAKDOWN** (Offence) – Multipart demo	(BZD227).
41. **MC GOTTIFANT** (MC Sprite & Gotcha) – Animation	(BZD124).
42. **MONSTERS '64** (Richard Smith) – PD game	(BZG011).
43. **LUNA LANDA** (Small Change) – PD game	BZG006).
44. **LEGENDARY PARTS** (Beyond Force) – Multipart demo	(BZD110).
45. **MOONSCAPE** (Cross) – Music demo	(BZD111).
46. **SUPERSTRIKE** (Alf Yngve) – PD game	(BZG009).
47. **WONDERLAND 9** (Censor) – Multipart demo	(BZD226).
48. **FREAK OUT!** (The Master) – PD Breakout game	(BZG002).
49. **POINT BLANK** (Xentrix) – Multipart demo	(BZD080).
50. **CENTRIPOD** – PD Centipede game	(BZG001).

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● **C64 Datassette,** mouse, joypad, joysticks, 60 plus games, original boxes, £95. Will not split. Chris ☎ 01283 547367 (answerphone).

● **More than 20** games, joystick, etc. SAE to Oliver Bowes, 18 Hamlet Road, Fleetwood, Lancs Fy7 7HW. The first customer gets a free game.

● **Battle Command,** Shadow of the Beast (cart), £3 each, Last Ninja 3, Cabal, SEUCK, Smash TV, £2 each. (tape). Ben.☎ 0121 353 5626.

● **Three carts,** Robocop 3, Shadow of the Beast and T2. All for £20. Will split. ☎ 010353 7441698 (after 6pm).

WANTED

● **Music Studio,** Music Maker or any good music making software on disc for C64 only. Dave ☎ 01215 151624.

● **3D Construction kit,** tape only, and *CF*45, tape and magazine. Will pay reasonable price. Kev Davies, 34 Broadwater, Bolton up on Dearne, Rotherham S63 8EN.

● **Dudes! Grab** the phone and ring Dan. ☎ 01229 465307 if you have Last Ninja 1, 2, 3 or remix on tape, disc or cart.

● **Magazines:** *Input*, *C+VG*, *Zzap*, *Your Commodore,* PCW, *Commodore Computing International,* in fact any Commodore-related mags. Please state issues, condition and total cost including postage. Mike Wheeler, 16 Aragon Avenue, Thames Ditton, Surrey KT7 0PX.

● **Commodore Format** with covertapes, issues 1-7, 18, 24. Up to £10 for the lot. ☎ 0161 440 7866.

● **Good music** program with manual (such as Music Writer, Music Shop, etc) for C64. Pref on disc. Dave ☎ 0121 515 1624.

● **Ghiana sisters,** Super Mario Bros, (PD), or a female penpal aged 14-16. Also for sale, Amiga 500+ with games. Chris ☎ 01203 675281.

● **C64 disc** swaps, tips, information world wide. P Howard, 141 McKay St, NOWRA 2541 NSW, Australia.

● **Distressed male** seeks replacement joystick. Will pay up to £10 or swap games for it. Chris ☎ 0181 220 5354 (5-6pm).

● **Wanted** last Ninja 2 (disc), Ninja 3 (cart), Dragons Lair 2 (disc). Must be good condition. Mr E Ismael, 464 Chigwell Road, Woodford Green, Essex IG8 8PB.

● **Desperate** wanted! Commodore powerpacks one for main system and one for 1541 MK2 disc drive. Reasonably cheap price. Nick Dudman ☎ 0183 415 620.

● ***Commodore Format,*** issues 1-43, 46, 48 and 51 in good condition with working covertapes. Pay about £30 and postage. Please write to James McLean, 6 Jagara Street, Aranda, ACT Australia 2614.

● **Mini Office 2** on tape for C64.☎ 01270 500316 (Crewe).

● **Internal power** supply for Commodore Amiga 1500/2000 model number PA4201 5B. Any reasonable price considered. Will pay postage. Must be working.☎ 01229 822652.

● **GEOS 64 v2** in good condition. Will pay £15. Tom ☎ 01708 229543 (weekdays after 4pm, weekends anytime).

● **C64 disc drive**, must be in good working order. Will pay cost plus p&p. D Barugh, 27 Toronto Crescent, Middlesbrough TS4 2LZ ☎ 01642 217242.

● **Anything for** the C64! Games, disc drives, PD, books, anything! Contact: T Roberts, 86 Barrack Road, Hounslow, Middx TW4 6AW. ☎ 0181 230 1670 (4pm-10pm).

PEN PALS

● **Penpals** wanted to exchange C64 games on tape or cartridge. Contact Shaun Fuller, 79 Maiden Way Road, Paignton, South Devon TQ3 2QA.

● **Penpals** wanted to swap PD stuff. Gordon McDonagh, 9 Enler Gardens, Comber, Co Down, Northern Ireland BT23 5DS.

● **Penpals** wanted to swap games on tape or disc. Send lists to Dave, 11 Westfarm Road, Walkergate, Newcastle upon Tyne NE6 4JA ☎ 0191 2659204.

SWAPS

● **New PD** groups would like to swap any PD discs in return for free software, catalogues (send disc), 61 Springfield Lane, Ipswich, Suffolk IP1 4EW.

USER GROUPS

● **Listers! Can't** make a listing work? Contact listers for more information on how we can help. Contact Listers, Dreshel Villa, Hambrough Lane, Totland Bay, Isle of Wight PO39 0JX.

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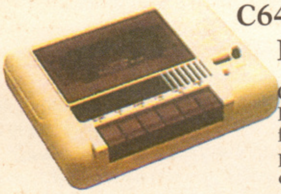

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Contact Points

Andy Fisher looks at Commodore Magic, ICPUG – one of the oldest Commodore clubs – and flicks through two fantastic fanzines.

Join the club

Are you looking for help, advice, news and contact with other 64 users around the world? If the answer is yes, this column is for you. And, if you run a club or fanzine, contact us! Write to Clubs/Fanzines, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW or e-mail us at cf@futurenet.co.uk putting 'Clubs' in the subject line, and telling us what you do!

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Name Andrew Fisher Number 939536
Jack Cooke Membership Secretary

Andrew Fisher, member of ICPUG, licensed to enjoy using a Commodore 64.

ICPUG

If those letters mean nothing to you, let me enlighten you. ICPUG stands for the Independent Commodore Products Users Group, which is a non-profit making organisation that is run by volunteers.

ICPUG was formed in 1978 for users of the Commodore PET. Now the club caters for users of everything from VIC20s to Apple Macs. But how can the club help you?

As well as free technical advice by phone or letter, plus discounts from many companies, membership of ICPUG gives you access to the huge software library. There are more than 100 discs covering everything from graphics to games for the 64, and it's all free. You send the blank disc (or tape), and they return it full of new stuff.

The ICPUG bi-monthly journal, written and produced by club members, is professional and an extremely good read. It contains everything from humourous articles to deep technical thoughts, and from latest news to classified ads. There are illustrations throughout.

Now, you can join the club on an eight-month trial basis for the period from May to December for:

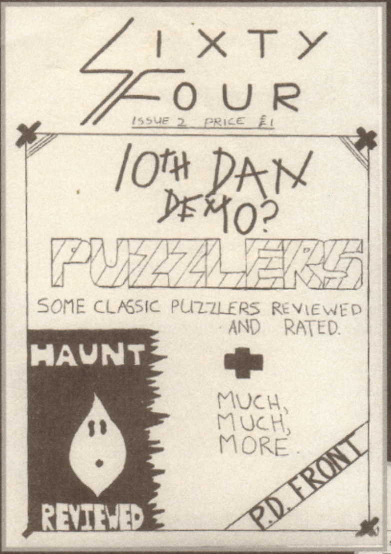
- £16.50 in the UK (including a £1 share in ICPUG);
- £20.50 for Eire, Europe and overseas surface mail;
- £27.50 for overseas airmail.

For these prices you get four issues of the journal and access to all the other services. See C64 Scene Directory on pages 3-4 for the address.

8BIT transformation

One of the best-looking fanzines around is, or rather was, *8BIT Mart*, a fanzine full of classified ads for users of all kinds of 8-bit machines. 'Was' because the demand for informative, high-quality cross-format articles is so large that Editor, Brian Watson, has changed the content, and changed the title to *8BIT*.

From June each issue costs £1.25 (this will not affect existing orders), alternatively, you can send five first-class stamps. However, if you pre-pay for ten issues by cheque or postal order each issue costs only £1. Subscribing also offers you the chance of a free advert (which can be changed at will during your membership). Issue 6 is due out on Thursday, June 1, 1995. For more details check the C64 Scene Directory on pages 3-4.



SIXTY FOUR
ISSUE 2 PRICE £1
10TH DAN DEMO?
PUZZLERS
SOME CLASSIC PUZZLERS REVIEWED AND RATED.
HAUNT
REVIEWED
+
MUCH, MUCH, MORE.
P.D. FRONT

Sixty Four, just one of the many great fanzines which caters for the faithful users of the C64.

Commodore Sixty Four magic

Q What do you get when you cross a user group with a fanzine?

A A really hot partnership that helps you get more out of your 64.

The Commodore Magic club was started last year by Martin Haywood. At just £1 for a year, it's a bargain. Members get access to a range of services:

- a regular newsletter;
- a pick'n'mix PD library for just £1.50 per disc or tape. This allows you to choose what you want within the limit of ten programs per tape, or as many as will fit on to a double-sided disc;
- technical help, from writing a BASIC or machine code programme, to using hard- and software;
- a 'contact' service for getting in touch with other members of the group;
- the 'Gamebusters' service, which provides you with everything from a reset POKE to the complete solution;
- advertisements for members and businesses;
- the chance to publish your work in the newsletter – from mini-reviews to news and personal views.

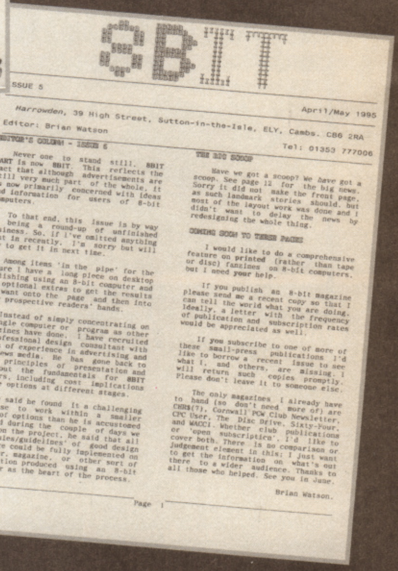
The price for each service starts from 50p, or the comparable amount in stamps. See C64 Scene Directory on pages 3-4 for details.

And there's more...

As well as the Commodore Magic group, Martin Haywood now sells the fast-growing fanzine *Sixty Four*. Produced by the dedicated LS Bebbington, this fanzine has a great sense of humour, and must rate as one of the most up-to-date fanzines around.

As with the *Commodore Magic* newsletter, readers are encouraged to send in reviews and news. And from issue 3 there is the added attraction of a cover tape or disc featuring demos of new games.

To contact Commodore Magic or L.S. Bebbington see C64 Scene Directory on pages 3-4 for the address.



8BIT

ISSUE 5

Harrowden, 39 High Street, Sutton-in-the-Isle, ELY, Cambs. CB6 2RA
April/May 1995
Editor: Brian Watson
Tel: 01353 777006

EDITOR'S COLUMN - ISSUE 6

Never one to stand still. 8BIT MART is now 8BIT. This reflects the fact that although advertisements are still very much part of the whole, it is now primarily concerned with ideas and information for users of 8-bit computers.

To that end, this issue is by way of being a round-up of unfinished business. So, if I've omitted anything sent in recently, I'm sorry but will try to get it in next time.

Among items 'in the pipe' for the future I have a long piece on desktop publishing using an 8-bit computer and the optional extras to get the results you want onto the page and then into your prospective readers' hands.

Instead of simply concentrating on a single computer or program as other magazines have done, I have recruited a professional design consultant with years of experience in advertising and the news media. He has gone back to first principles of presentation and set out the fundamentals for 8BIT readers, including cost implications of the options at different stages.

He said he found it a challenging exercise to work within a smaller range of options than he is accustomed to, and during the couple of days we spent on the project, he said that all the 'rules/guidelines' of good design practice could be fully implemented on a poster, magazine, or other sort of publication produced using an 8-bit computer as the heart of the process.

THE BIG SCOOP

Have we got a scoop? We *have* got a scoop. See page 12 for the big news. Sorry it did not make the front page, as such landmark stories should, but most of the layout work was done and I didn't want to delay the news by redesigning the whole thing.

COMING SOON TO THESE PAGES

I would like to do a comprehensive feature on **printed** (rather than tape or disc) fanzines on 8-bit computers, but I need **your** help.

If you publish an 8-bit magazine please send me a recent copy so that I can tell the world what you are doing. Ideally, a letter with the frequency of publication and subscription rates would be appreciated as well.

If you subscribe to one of more of these small-press publications I'd like to borrow a recent issue to see what I, and others, are missing. I will return such copies promptly. Please don't leave it to someone else.

The only magazines I already have to hand (so don't need more of) are CHR$(7), Cornwall PCW Club Newsletter, CPC User, The Disc Drive, Sixty-Four, and WACCI. Whether club publications or 'open subscription', I'd like to cover both. There is no comparison or judgement element in this; I just want to get the information on what's out there to a wider audience. Thanks to all those who helped. See you in June.

Brian Watson.

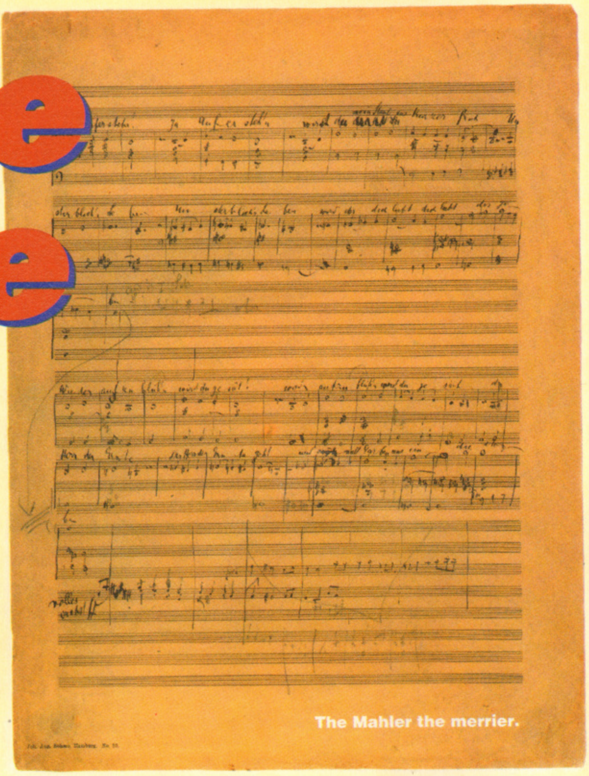
Page 1

8BIT: shorter name, higher price, more in it.

NEXT MONTH

Just when you thought it was safe to turn the page...
The Club's feature returns next issue with more, More, MORE! You love it really.

Take note



The Mahler the merrier.

Are you musically frustrated? Be creative! Stave off boredom with a Sound Tracker '64 program. Simon Forrester strings you along and shows you the score.

When was the last time you used your C64 to write music? This article is for those of you who winced and turned away when you read that! Don't worry, you don't have to be brilliantly musical or even use an original tune to compose on your computer.

You're going to look specifically at *Sound Tracker '64* (ST64), because it's easy to follow when you're a beginner to music and sound trackers alike.

ST64 uses the C64's sound chip to its full extent, allowing you to play three notes at once (it has three channels). What you're going to do, then, is give the program three lists of notes to play – one for each channel. You could, for instance, have your melody (main tune) playing in one channel, a drum beat playing in another and use the third for a bass line, slowly playing notes that complement the melody. This is only one arrangement, though – you can use whatever setup suits you.

Bach to the future

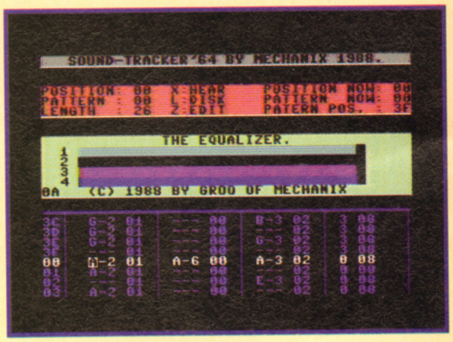
Say you're writing a long piece of music which requires a long list of notes. As you can imagine, entering those long strings of repeated notes could be a bit of a chore, especially if you wanted a song with repeated verse tunes and a repeated chorus. To cut down on the amount of work that is necessary, you use a pattern system.

Patterns are great things. Instead of laboriously entering an intro, a verse, a chorus, the same verse tune, the same chorus tune, and so on, you can enter four patters – your intro, verse, chorus, and outro. You can now play these patterns in any order, repeatedly, creating a sequence. You look into how to create sequences later in this article.

Your music doesn't have to consist of choruses or verses, but it's just one example of how sequences can be used. Any piece of music that repeats itself can be written in patterns and sequenced.

A Liszt of notes

Let's waste no time in getting some notes laid out as a tune. You start with your first pattern, using the cursor keys to travel around the screen. The notes are laid out in three columns representing the three channels. Each position entry is made up of the note, the octave for that note, and the instrument number to play the note through. Each of these positions represents one computer beat, and contains either a note, a sustain (holding the previous note with a + symbol) or nothing at all (symbolised by -). Starting with a blank tune, enter the following notes into the first channel: E-3, 0, F#-3, 0, G-3, 0, 0, E-3, 0, F#-3, 0, A-4, G-3, +, 0, 0, E-3, 0, F#-3, 0, G-3, +, +, F#-3, 0, E-3, +, +, 0, 0, 0, 0, 0.



```
SOUND-TRACKER'64 BY MECHANIX 1988.

POSITION : 00  X:HEAR   POSITION NOW: 00
PATTERN  : 00  L:DISK   PATTERN  NOW: 00
LENGTH   : 26  Z:EDIT   PATERN POS.  : 3F

              THE EQUALIZER.
1
2
3
4
0A    (C) 1988 BY GROO OF MECHANIX

3C   G-2 01   --- 00   B-3 02   3 08
3D   G-2 01   --- 00   --- 02   3 08
3E   G-2 01   --- 00   G-3 02   3 08
3F   --- 01   --- 00   --- 02   3 08
00   A-2 01   A-6 00   A-3 02   0 08
01   A-2 01   --- 00   --- 02   0 08
02   --- 01   --- 00   E-3 02   0 08
03   A-2 01   --- 00   --- 02   0 08
```

Change your values in the Editor.

Enter these notes by moving the cursor over the position where you want the note and hit the corresponding key (hit E for an E). For sharps, hold down the SHIFT key as well, following with the octave number. Where you see a 0, leave a blank space –

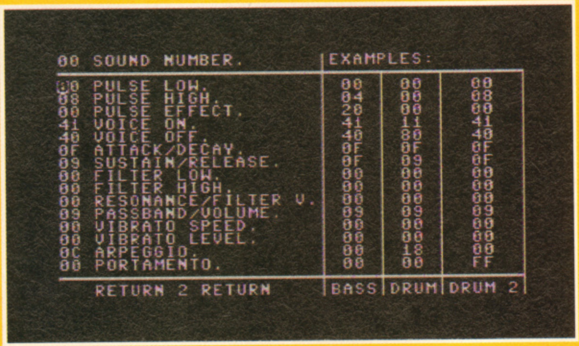
Chopin and changin'

Before you can really get down to the delights of writing music, you have to design some instruments to play that music on, of course.

This is where the instrument editor comes into play. Access this by hitting X on the main editor screen.

Terrifying, isn't it? A whole load of numbers with meaningless phrases scattered about. However, these values actually define the way each instrument sounds. If you change them each alters the noise in some way.

Change the instrument you are editing with F1 and F3, and alter the values by moving the cursor on top of them and entering the value that you actually want.



```
00 SOUND NUMBER.              |EXAMPLES:
-----------------------------------------------
00 PULSE LOW.                 | 00 | 00 | 00
08 PULSE HIGH.                | 04 | 00 | 08
00 PULSE EFFECT.              | 20 | 00 | 00
41 VOICE ON.                  | 41 | 11 | 41
40 VOICE OFF.                 | 40 | 80 | 40
0F ATTACK/DECAY.              | 0F | 0F | 0F
09 SUSTAIN/RELEASE.           | 0F | 09 | 0F
00 FILTER LOW.                | 00 | 00 | 00
00 FILTER HIGH.               | 00 | 00 | 00
00 RESONANCE/FILTER V.        | 00 | 00 | 00
09 PASSBAND/VOLUME.           | 09 | 09 | 09
00 VIBRATO SPEED.             | 00 | 00 | 00
00 VIBRATO LEVEL.             | 00 | 00 | 00
0C ARPEGGIO.                  | 00 | 18 | 00
00 PORTAMENTO.                | 00 | 00 | FF
-----------------------------------------------
   RETURN 2 RETURN            |BASS|DRUM|DRUM 2|
```

If you want to a-noise the neighbours. Start here.

But what do those values mean? The easiest way to work them out is to play with them, but here are a few pointers:

Attack/decay The amount of time your instrument takes to make its noise. A drum, for instance, has a very quick attack, whereas a woodwind instrument has a slow one.

Sustain/release This refers to how long your instrument's noise takes to die once it has started.

Volume Hmm...

Vibrato The speed and level of wobble which your instrument has – a mouth organ has vibrato, for example.

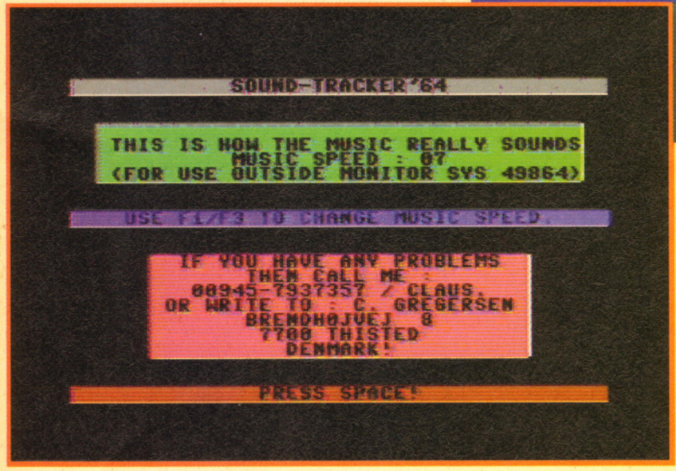
this leaves a pause the length of one note. If you play the notes without pauses, they play one after each other, following no musical rhythm. The only way to understand the importance of gaps in notes is to experiment – try a version of the tune without gaps to see what a different it makes.

Either way, hit X to hear your tune and SPACE to return to the editor when you're done.

Strauss relief

Of course, you need more than simply a melody for your tune. What you want is a backing track, the best kind being drums. Go to the second channel, and place another note (E-2) in every other position (a note, then a gap, then a note, and so on). This becomes your drum line when you give it a drum sound. The drum beats are spaced like they are to coincide with the notes in channel one, but this isn't essential – later on in the melody the drum moves out of time. See if you can fix this, by blanking out the original beats with a '-' and placing new ones in it.

For the instrument sounds see the 'Chopin and changin'' box on page 17. It's at this point you are on your own musically, though. I'm not going to give you any more clues on which notes to use and where, as you're only going to deal with the technical side of writing music on your C64. Now, sequencing…



```
SOUND-TRACKER'64

THIS IS HOW THE MUSIC REALLY SOUNDS
MUSIC SPEED : 07
(FOR USE OUTSIDE MONITOR SYS 49864)

USE F1/F3 TO CHANGE MUSIC SPEED.

IF YOU HAVE ANY PROBLEMS
THEN CALL ME :
00945-7937357 / CLAUS.
OR WRITE TO : C. GREGERSEN
BRENDH0JVEJ 8
7700 THISTED
DENMARK!

PRESS SPACE!
```

Sit back and face the music with the handy 'hear' option (press X).

Get a Handel on it

You finished your introduction tune, and you're ready to start another section of the music. When you start editing, you automatically edit pattern one. You place this pattern first in the sequence, following it with a verse. Before you create the verse, you need to make sure you know exactly how long the intro pattern is – all those empty positions at the end make one long silence after your intro is finished. The intro you wrote was 32 beats long, and you can use the F5 and F7 keys to tell ST64 this, changing the 'length' value above the note lists.

It's time to write that next sequence, though. Use F1 and F3 to flick through the different patterns, settling on pattern two. You can write your verse tune here in the same way you wrote your intro on the previous pattern. Flick to the next pattern to compose your chorus and flick to a fourth to write the song's ending. All you have to do now is string those patterns together.

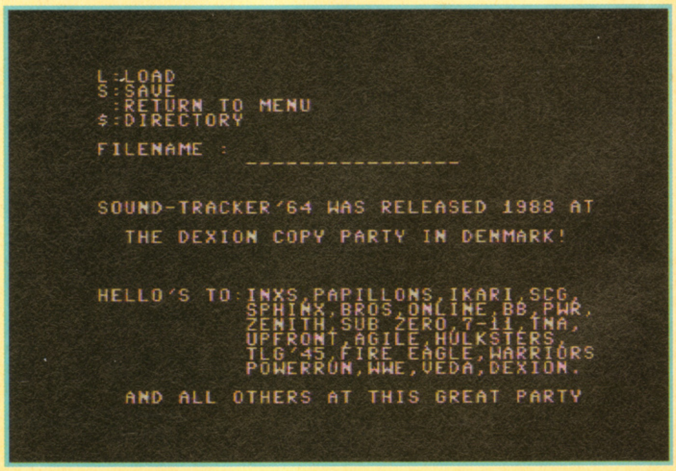
Composer gags anyone?

Now, if you look at the display just above the pattern length reading, you see values for both the position and pattern. This is your pattern sequencer which is running the pattern number in each position to form the song.

For instance…

1 Use the < and > keys to select your position.
2 Use the [and] keys to select the pattern for that position.
3 Move to position one, and select pattern one.
4 Move to position two, and select pattern two.
5 Move to position three, and select pattern three.
6 Move to position four, and select pattern two.
7 Move to position five, and select pattern three.
8 Move to position six, and select pattern four.

Now when you play your tune using the 'hear' option, you can hear an intro, a verse, a chorus, a verse, a chorus, together with an ending, as you sequenced them in that order.



```
L:LOAD
S:SAVE
 :RETURN TO MENU
$:DIRECTORY

FILENAME :  ----------------

SOUND-TRACKER'64 WAS RELEASED 1988 AT
  THE DEXION COPY PARTY IN DENMARK!

HELLO'S TO:INXS,PAPILLONS,IKARI,SCG,
           SPHINX,BROS,ONLINE,BB,PWR,
           ZENITH,SUB ZERO,7-11,TNA,
           UPFRONT,AGILE,HULKSTERS,
           TLG'45,FIRE EAGLE,WARRIORS
           POWERRUN,WWE,VEDA,DEXION.

  AND ALL OTHERS AT THIS GREAT PARTY
```

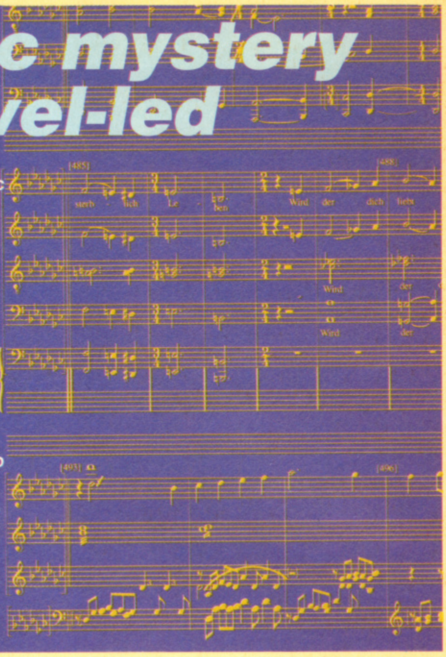
The disc menu, where you can save and load tunes, or read the credits.

The overture

Phew, eh? You've composed a tune on three channels in several segments, and chained them together in a sequence to create a structured song. You could add another verse, chorus or completely new section of music by changing the sequence, or you could experiment with different ways to use channels (duets, maybe?). All you have to do after that is find a friendly record producer.

Well, that's it folks – so ends your Sound Tracker '64 guide. I hope you found it helpful, despite the appalling composer jokes (*so that's what you call them – Ed*), invite me to your debut concert…

That music mystery un-Ravel-led



This is a crash course in music for the completely clueless who want an easy start. I can't cover music theory in it's entirety but I can, however, start by introducing you to the basics…

Note There are seven basic notes in music, conveniently named a, b, c, d, e, f, and g. There are also notes in between these, known as sharps which are shown as # in music. The scale really goes a, a#, b, c, c#, d, d#, e, f, f#, g, g#. You can treat sharps as separate notes which makes 12 in an octave. Notice that b and e don't have sharps.

Octave An octave is a set of 12 notes from a to g#. When you run out of notes in one octave, you go up to the next. To help you get an idea of order, a is lower than g, which is lower than g#, which is one note lower than the a in the octave above it.

No, I don't know why.

Track it down to…

Sound Tracker '64 is available from Binary Zone PD, on the disc 'Utilities Disc Three'. Binary Zone, 34 Portland Road, Droitwich, Worcs WR9 7QW ☎ 01905 779274.

The disc also contains other music software you might like to try.

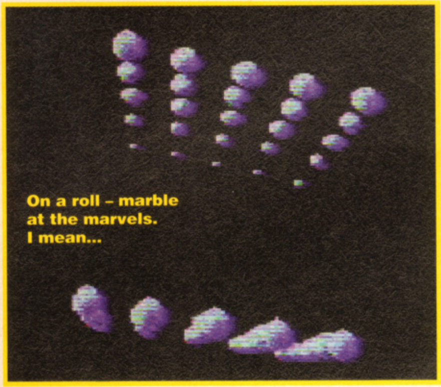
PD FORMAT

Andy Roberts sticks his hand into the biscuit tin that is the Public Domain, plucks out some Jaffa Cakes. Jammy or wot? He's been told to share...

Squirm with delight

If you thought that new C64 releases were thin on the ground, think again. Squirm's Software is a new label set up by Stephen Renehan, and it already has six titles available, including *Potato*, *Lord Darkness*, *Nutty Nutthouse*, and *Cavequest*.

The company deals with both disc and cassette users and another three titles are planned for release over the next few months. For more information send an SAE to Squirm's Software, c/o Stephen Renehan, 1 Prince Arthur Terrace, Rathmines, Dublin 6, Eire.



On a roll – marble at the marvels. I mean...

ACCESS DENIED

(REFLEX)

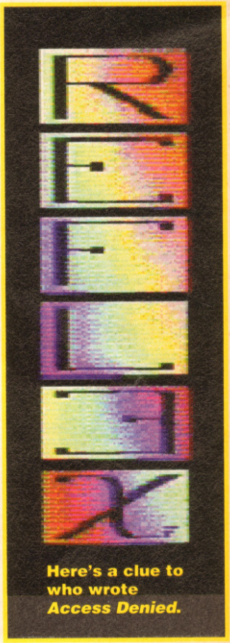
To my mind, the standard of demos on the C64 has risen sharply over the past 12 months, with some truly excellent examples of the genre appearing from all over Europe. When it comes to code and graphics, it seems we can't hold a candle to our European counterparts, indeed recent productions such as *Digital Messiah*, *Best of Trinomic*, and the awesome *Tower Power* can't emphasise this point enough.

The fact that new ideas and techniques appear with every new demo is surprising. Gone are the days of scrolling messages and cycling raster bars; most new demos are self-running visual spectaculars, some of which even span both sides of a disc. Out of all the demos *CF* featured last year, *Tower Power* was undoubtedly the best, and set new standards in practically every department, be it music, graphics, or presentation. Personally, I thought I'd seen the best demo on the C64 – period.

Access Denied is a new production from the REFLEX group, which was sent to me by Binary Zone PD. I was instructed to 'review it on first impressions', which is something I never usually do. However, this one is different – it doesn't matter if you're watching it for the tenth, hundredth, or even thousandth time... *Access Denied* is simply incredible.

Scapelands: impressive and heralded by music.

The first thing that becomes apparent is that *Access Denied* is slick – the programmers don't just clear the screen before the demo begins, they colourise, dissolve, and flood it in a variety of ways.



Here's a clue to who wrote Access Denied.

The first section is a trip back in time, to the days when 'blip-vert' demos such as *Digital Excess* were the latest fad. If you've never seen one of these demos, you've probably led a very sheltered life.

Amid the brash techno music, a myriad of images, logos, symbols, effects, and colours flash rapidly across the screen. If you turn the lights down and the volume up you could almost imagine yourself to be at a warehouse party.

See the good times roll

The next section is a little unusual and features a small collection of marbles which roll around the undulating scenery. Examine the effect closely and you see that each sphere reacts exactly as it should to the surrounding terrain.

Vector-Bobs make an appearance next, and form a variety of rotating shapes which effortlessly morph into each other. Similar effects have been seen before, but this one is multi-colour and features object transformation, too.

The fourth section relies on a technique which is

All for a good cause

Has your wallet recovered from the excitement of Red Nose Day? Prepare to dig into your pockets, again, but still in aid of charity.

Philip Boyce, the gent behind PLPD, has put together a collection of no fewer than 75 top-quality PD games, which comes on five double-sided discs (a tape version is due soon). The set costs just £5, half of which goes to Comic Relief. So, apart from picking up some quality software at a stupidly low price, you're also helping people less fortunate than yourself.

Send a cheque/postal order payable to Philip Boyce and to PLPD (see C64 Scene Directory on pages 3-4). Please remember to mark your envelope 'Comic Relief Set'.

My top ten

We had such a good response to the 'Top Ten PD Demos' feature in *CF*53, we've decided to dedicate this spot to your individual top ten lists every month. So, to share your fave ten with the C64 community, jot the info down on a back-of-an-envelope or a postcard and send it to Top Ten, PD Format, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

This month's selection comes from Kevin Evans who lives in Northampton.

1 **Red Storm** (TRIAD)/Terminus (DREW ROGER)
2 **Wonderland 8** (CENSOR)
3 **Tower Power** (CAMELOT)
4 **Dutch Breeze** (BLACKMAIL)
5 **The Equaliser** (PLASMA GRAPHIX)
6 **Digital Messiah** (MEGASTYLE INC)
7 **Camel Park** (CAMELOT)
8 **Inspector Gadget** (UNKNOWN)
9 **Unpleasant Ways to Die** (HYSTERIC)
10 **Torture 2** (PADUA)

It's Dynamite

Disc-based magazines are exceedingly popular with our European comrades, in fact, at the last count, there were more than a dozen of these floppy-fact files in circulation (including my all-time favourite *Magness*).Well, now old Blighty has its very own disc magazine courtesy of Philip Davies from Mid Glamorgan... *Dynamite 64* is basically a one-sided disc, packed with news, gossip, and PD Games (supplied by Megatronix). The first issue, apart from a very brief news section, contains four games: *Galaxians* (as seen on CF's Powerpack), *Ground Snipe*, *Hallax* (er, as seen on CF's Powerpack), and Snackman (as seen on... and so on). Even though this first issue is a little shaky in terms of quality, it does bode well for the future, with some classic games such as *Sensitive*, *Cyforce 1*, *Luna Lander*, and *Invision* planned for the second issue. Philip is also hoping to include more reviews and even some games tips.

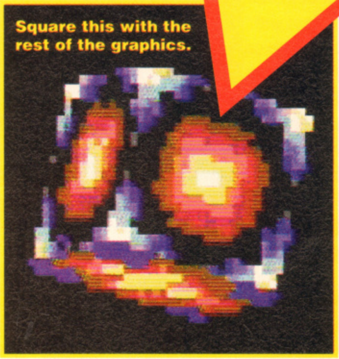
To get a copy of this binary extravaganza send a blank disc and 45p (or just £1) to Dynamite 64, c/o Philip Davies, 16 Heol Ganol, Bryncenydd, Caerphilly, Mid Glamorgan CF8 1AS. Make cheques/postal orders payable to P Davies.

making more and more appearances nowadays: extended background colour mode (EBCM). This particular part of the demo features a chunky REFLEX logo built out of character blocks, with colour used to maximum effect. Before you have a chance to take this in, the screen begins to zoom in and out effortlessly, and then begins to rotate, too. Demos such as *Europe* (*CF*53) and *Best of Trinomic* (*CF*54) have used this particular effect, but this version puts them to shame.

Distance yourself

The next section is very similar, too, but actually superimposes two patterns (which, although breathtaking, is best viewed at a distance of six feet). After that comes an effect seen in *Lunacy 6* (*CF*54), which I described as 'transforming animated vectors': various vector graphics turn into dozens of shapes and objects, even the 'toilet door' figure which appeared in the *Lunacy 6* demo. But, as you'd expect, this version is far superior, indeed the programmers have even mapped these shapes on to a background image – unbelievable.

Before you can even begin to enjoy the effect, however, the action clips to a monochrome backdrop, as pixels (which spell out *ACCESS DENIED*) are thrown up the screen – each pixel has its own inertia and gravity and the end result is spectacular, and technically flawless.



Square this with the rest of the graphics.

Next comes a familiar sight – vector graphics. And, as you might expect, they rotate, shrink, grow, and morph with ease. As far as I recall, these particular vectors are the largest I've come across on the C64. How can the programmers keep up the high standards set so far?

Cue the cube

Well, the next interlude is just a simple bitmap picture (and not a particularly stunning one) while the disc drive loads in the following section – a rather psychedelic vector cube rotates across an even brighter animated backdrop.

A bizarre monochrome picture kicks off the final section with a brilliant piece of music. Then you are introduced to the 'Scapelands' which was inspired by games such as *Virus* and *Zeewolf.* Although it's an impressive effect it lags behind the standards set by *World of Code* (*CF*51) in terms of size and colour. After another monochrome picture (with overlaid XOR effects) comes a superbly drawn bitmap picture – sadly, the final part of the demo.

Access Denied is the most impressive demo I have seen on the C64. There are no scrolling messages, no raster bars, and no clichés. The entire *Access Denied* demo lasts only a few minutes but the experience is exhilarating, mind-blowing, and, most of all, entertaining. Everything takes place quickly, the action clipping to a different effect before you can even think about being bored.

I've seen a lot of C64 demos, but *Access Denied* is the epitome of the genre.

Access Denied: the epitome of the demo genre.

THIS IS
THE END

Fin-ishing school? The end of the tail. Sadly.

RATING 98%

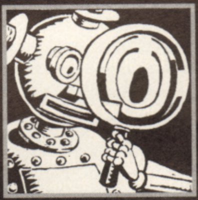
NEXT MONTH

Andy raids his thesaurus to find more superlatives to describe the latest demos. Add that to a sprinkling of news and gossip then simmer gently for 30 days. Then serve. But, watch out, it's hot!

TECHIE TIPS

How do you make the Internet connection? And, is it illegal to copy programs from PD libraries? Jason Finch knows all this and all the names of the members of Take That.

The new generation



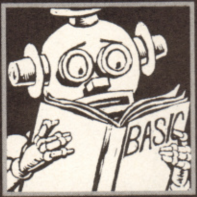
Dear Techie Tips,
Can you please tell me the difference between the C64 and the C64C because last week my C64 stopped working. I then went out and bought a cheap, second-hand C64C and I have noticed, among other things, that it has better sound quality and quicker scrolling.
Peter Weuffen, Victoria, Australia

There are a lot of reasonably small differences between the two machines. The SID chip was updated and a few changes made to the capacitance of related bits of the circuit board. This explains the difference in sound quality.

I am, however, surprised that it is noticeably better. Often with C64Cs there is a drop in the standard of sampled sounds due to the changes that were made.

The issue of quicker scrolling is also curious as the clock speed was not altered at all. Changes that were definitely made, however, include updates to the ROMs and values in the luminescence tables for working out what the colours look like.

Saving grace



Dear Techie Tips,
1 I have often read articles where people say to 'save out' listings. Neither of my manuals mention anything like this. What is 'saving out' a listing?
2 How do I do it?
Chris Blood, Stratford-upon-Avon

1 Saving out a listing means that you store the program for eternity on a tape or a disc. When you type in a program and then switch the computer off, you lose that program unless you have saved

2 To save a Basic program you type SAVE"NAME" and then press the Return key. Obviously you change the word NAME to something a bit more appropriate.

This then asks you to press the play and record buttons on the tape deck and, as long as you have a tape in place when you do that, your proglet is stored on the tape.

To retrieve it you just get the tape in the right place, enter LOAD"NAME" and then wait while it does its stuff. While to save to a disc you use SAVE"NAME",8 and then LOAD"NAME",8 to get it a program back.

How public is PD?

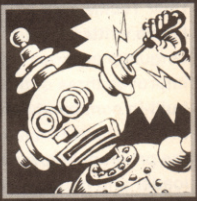
Dear Techie Tips,
1 Is it illegal to copy programs from PD libraries and then use them in my own?
2 How do I show the directory of a disc in one of my programs without losing the program itself?
Martin Head, Lowestoft.

1 Programs from PD libraries are, by their very nature, public domain. This means they are freely distributable and that you should not be making a profit from doing that. So, in theory at least, you could obtain a load of programs from a PD library and then pass them on yourself. However, it is better for you to build up your own list of contacts so that demo writers and the like can send you their stuff directly if they want it on the PD scene. Just ripping off another PD library's entire stock is a bit unfair.

2 There are a number of ways to do this, but by far the most sexy method is to use the short little program below. Insert it as a sub-routine somewhere and it does the business for you.

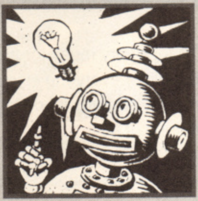
```
1000 REM DISK DIRECTORY BY J.FINCH
1010 DEF FNA(X)=ASC(A$+CHR$(0)):DEF
FNB(X)=ABS(FNA(0)X):OPEN 2,8,0,"$"
1020 POKE 199,1:GET#2,A$:IF FNB(34) THEN
1020
1030 PRINT A$;:GET#2,A$:IF FNB(0) THEN 1030
1040 GET#2,A$,A$,A$:IF ST0 THEN 1060
1050
A=FNA(0):GET#2,A$:A=A+256*FNA(0):PRINT:PRIN
T A;:GET#2,A$:GOTO 1030
1060 CLOSE 2
```

A two-way thing



Dear Techie Tips,
The LIST command does all sorts of things like listing just single lines, listing sections, listing the whole program and so on. However, there is no option of scrolling through a

In the Net



Dear Techie Tips,
Could you tell me if my C64 can access the Information Superhighway? If it can, please tell me what I need in terms of software and hardware.
Stephen Hickey, Westcliff-on-Sea

In theory at least, the C64 can access the Information Superhighway. However, there is no software that allows you to make connections to the World Wide Web, for instance, or to view the files that are there.

You would need software that follows the telnet protocol and also it is very unlikely that your computer could cope with the throughput of information anyway.

Your C64 only has a small amount of memory in comparison to the computers generally used to access the Internet, as it is also called. The common C64 modems can also only handle relatively low transfer rates and, therefore, it could take five or ten minutes to read in one small block of information.

Good news! Look out for *CF*59 when Simon Forrester is dedicating four entire pages to comms and the Internet. In the meantime, try *All you need to know about the Internet* by Davey Winder, £14.95, ISBN 1 85870 064 7, published by *CF* publishers, Future Publishing, and the magazine *.net*, £2.99, which is dedicated to things comms-related.

There are several sites for the C64 on the Net with many, many programs. For example, *CF* reader and C64 user Gary Person recommends watson.mbb.sfu.ca but confesses that he uses an Amiga to access the site however, he says, he has heard of people using C64s as their terminals.

Anyone considering hooking up to the Information Superhighway should keep in mind the running costs though. Be warned that retrieving information from the Internet can involve long telephone calls with the modem.

program backwards. What I mean is, if you start at line 100 you can list forwards from there but you cannot see lines before it without entering a new LIST command. Doing this makes backtracking difficult.

Is there a simple Basic way of listing a program's lines in reverse order?
Richard Wade, Manchester

There is no command in C64 Basic to do that sort of thing although it would be very useful. Add the following lines to any Basic program that you want to list in both ways and then enter

```
GOTO 60000
```

instead of LIST when you want to examine the lines.

You can then use the up and down cursor keys to scroll forwards and backwards through the listing, pressing the F1 key to return to Basic at any time. There's no error checking involved so make sure that you don't scroll so far in either direction that you go past the end.

It works extremely simply…

It uses addresses in memory to work out where the start of lines are. It then finds out the line number and prints on the screen
"GOTO 60060"
followed by "LIST X" where X is replaced by the line number that it has calculated.

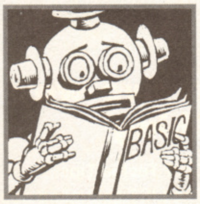
The keyboard buffer is then filled with some characters and the routine then quits to Basic.

The computer is fooled into thinking you have entered these commands yourself and so processes them and returns to line 60060 of the routine. Keypresses are then handled and the next line number is calculated.

Quite nifty, huh.

```
60000 REM BI-DIRECTIONAL LIST
60010 A=2048:POKE 53281,6
60020 L=PEEK(A+4)*256+PEEK(A+3)
60030 PRINT CHR$(147);CHR$(31);"GOTO
60060":PRINT "LIST";L;
60040 POKE 631,19:POKE 632,17:POKE
633,5:POKE 634,13
60050 POKE 635,19:POKE 636,13:POKE
198,6:END
60060 GET K$:IF K$=CHR$(133) THEN PRINT
CHR$(147):END
60070 IF K$=CHR$(17) THEN 60100
60080 IF K$=CHR$(145) THEN 60120
60090 GOTO 60060
60100 IF PEEK(A+5)<>0 THEN A=A+1:GOTO
60100
60110 A=A+5:GOTO 60020
60120 A=A-1
60130 IF PEEK(A)=0 AND PEEK(A-4)<>0 AND
PEEK(A-3)<>0 THEN 60020
60140 GOTO 60120
```

Cool commands



Dear Techie Tips,
I have written a machine language program that improves three of the built-in commands of the C64. I have included the program below as a BASIC loader and hope you publish it.

```
0 REM BASIC CHANGES BY C.WHITE
1 FOR X=49152 TO 49359:READ Y:POKE
X,Y:C=C+Y:NEXT X
2 IF C27647 THEN PRINT “DATA ERROR”:END
3 HI=INT(49250/256):LO=49250-HI*256
4 SYS 49152
5 SYS 49300
6 POKE 42101,LO,160,HI
7 :
10 DATA 162,000,160,000,134,251,169,160
11 DATA 133,252,177,251,145,251,200,208
12 DATA 249,230,252,165,252,201,192,208
13 DATA 241,169,055,141,030,160,169,192
14 DATA 141,031,160,169,067,141,058,160
15 DATA 169,192,141,059,160,169,001,141
16 DATA 105,163,169,054,133,001,096,032
17 DATA 017,226,032,158,173,032,247,183
18 DATA 076,163,168,032,017,226,032,158
19 DATA 173,032,247,183,032,241,183,138
20 DATA 160,000,145,020,230,020,208,002
21 DATA 230,021,177,122,201,044,240,236
22 DATA 096,153,013,010,032,192,192,192
23 DATA 192,192,192,192,192,192,192,192
24 DATA 192,192,192,192,032,082,069,065
25 DATA 068,089,046,032,192,192,192,192
26 DATA 192,192,192,192,192,192,192,192
27 DATA 192,192,192,013,010,000,000,000
28 DATA 000,000,000,000,169,161,141,062
29 DATA 160,169,192,141,063,160,096,160
30 DATA 000,177,122,201,064,208,030,230
31 DATA 122,208,002,230,123,032,158,183
32 DATA 224,040,016,020,134,211,032,241
33 DATA 183,224,025,016,011,134,214,032
34 DATA 108,229,234,234,234,076,157,170
35 DATA 162,014,076,139,227,000,000,000
```

Using my routine, POKE now accept more than one number, GOTO can use a variable and there is a ‘print at’ option on PRINT.
Carl White, Bradford

Thanks very much for this spiffy listing. For the benefit of everyone else I'll explain how the three new commands work…

- First of all

```
POKE X,A,B,C,D
```

would be the same as

```
POKE X,A:POKE X+1,B:POKE X+2,C:POKE X+3,D
```

and so on. For example, try out

```
POKE 1024,1,2,3,4,5
```

which puts “ABCDE” in the top left-hand corner of the screen.

- the GOTO command, which can now be followed by a variable, could involve something like

```
A=500+F*10:GOTO A
```

or equally

```
GOTO N*100
```

which is very useful.

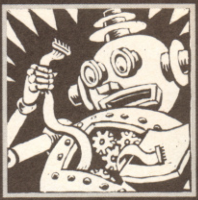
- the third command takes the form

```
PRINT@X,Y;”TEXT”
```

so you could try

```
PRINT@5,10;”COMMODORE FORMAT”.
```

Double trouble



Dear Techie Tips,
Back in *CF*50 you gave a list of the Top 50 Techie Tips. One of them said there was a question in *CF*29 about producing doubleheight characters on the screen. I have been trying to get this sort of thing for ages now but cannot obtain the relevant copy of *CF*.

I know I could just define my own character set but that, presumably, takes up more space in memory. Could you please print the listing again?
Peter Marshall, Northampton

You are right that storing the character set takes up more space, but not in memory. If you had to save it to tape or disc as part of a program then it occupies more room there than if you create the characters ‘on the fly’. I presume this is what you meant.

Anyhow, yes, the listing below is the one that appeared in *CF*29. This listing is actually the one I get asked for the most. It takes the standard ROM character set and doubles it up. Once you have run the program, enter

```
SYS 49152
```

to make the characters and then

```
POKE 53272,28
```

to change to the new ones. Each doubleheight character is made up of the original character and the reversed character beneath it.

```
1 REM DOUBLE HEIGHT CODE BY J.FINCH
2 FOR X=49152 TO 49263:READ Y:C=C+Y:POKE
X,Y:NEXT X
3 IF C<>15859 THEN PRINT "DATA ERROR":END
10 DATA 169,208,162,048,160,052,133,169
11 DATA 134,252,132,254,169,000,133,168
12 DATA 133,251,133,253,120,169,051,133
13 DATA 001,160,000,177,168,153,104,192
14 DATA 200,192,008,208,246,162,000,160
15 DATA 000,189,104,192,145,251,200,145
16 DATA 251,136,189,108,192,145,253,200
17 DATA 145,253,200,232,224,004,208,233
18 DATA 165,168,024,105,008,133,168,165
19 DATA 251,024,105,008,133,251,165,253
20 DATA 024,105,008,133,253,144,194,230
21 DATA 169,230,252,230,254,165,169,201
22 DATA 212,208,182,169,055,133,001,096
23 DATA 000,000,000,000,000,000,000,000
```

Dry your tears

Allay your techie nightmares. Write what's ailing you, in terms of hardware and software only please, (no ‘he said, she said’ traumas in the office, thank you) to Techie Tips, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW or e-mail us at cf@futurenet.co.uk putting ‘Techie Tips’ in the subject line.

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What was most annoying was that we didn't have a copy in the office, so we sent Hairy out to get one. He went a little over the top, though, returning with a lorryload of *Lemmings* on disc and tape, just in case our copy didn't load. Our copy loaded fine, but we have enough copies of *Lemmings* to run some sort of special offer...

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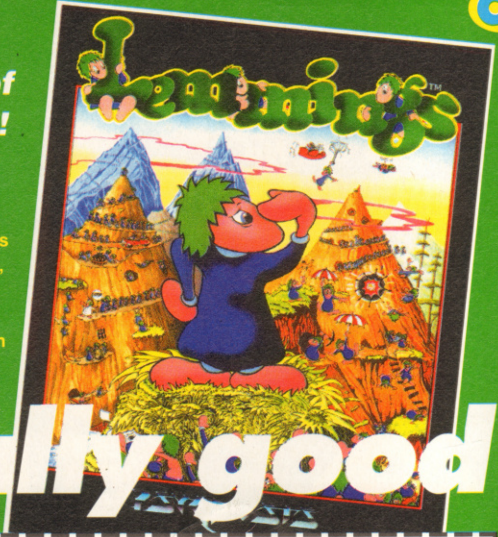

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Next month:

Want to know how to create 3D images on your Commodore? Wish you could write a flight sim? What about being programmer of a tank or a racing game? Simon Forrester shows you how.

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BACK ISSUES

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COMMODORE FORMAT
If you've got a C64 then get this
BARGAIN HUNTER
Hit the trail and track down those cut-price C64 deals...
PLUS! £75 worth of C64 software must be won!
LET'S GET TECHNICAL
Discover how ROMs and the Action Replay Cartridge could change your life... probably.
Tape to disk SMART!

CF36 Power Pack games: *Starray, Squibbly Skwob.* Demos: *Suburban Commando, Breakthrough.* Gamebusters: *The Simpsons, Carnage, SF2, Lethal Weapon, Cool World.* Review: *Bee 52.* Specials: Ultimate Flight Sim, Inside Your C64.

CF42 Power Pack games: *Stormlord, Deliverance.* Gamebusters: *Dizzy, Prince of the Yolk Folk, IO, Seymour Goes To Hollywood, Nobby The Aardvark, Sceptre of Bagndad.* Special: The best and worse games, ever.

CF43 Power Pack games: Reader games extravaganza. Gamebusters: *Mayhem, Nobby, Future Knight.* Specials: How to make your games scroll, A-Z of sports sims, The return of Secret of *SUECKcess.*

CF44 Power Pack: *Carnage, Mayhem Mega MIx Part 1.* Gamebusters: *Mayhem, Nobby, Future Knight.* Reviews: *Penguin Tower, Archetype, Time Crystal.* Specials: Making music, PD library list, diary of a game: 10th Dan

CF46 Power Pack: *Bonecruncher*, Complete level of *Mayhem, Quadraped Tearaways* music demo. Gamebusters: *Mayhem, Stormlord, Wizball, Carnage.* Reviews: *Squarescape, Escape From Arth, Wilberforce.*

CF48 Power Pack: *Tilt (CodeMasters), City Bomber demo, Repel, Wizard's Pet.* Gamebusters: *First Samurai.* Reviews: *Lions of the Universe, Bobix, Super Nibbly.*

CF49 Power Pack: *Fantasy World Dizzy, Penguin Towers demo.* Gamebusters: *Legend of Sinbad.* Features: What C64 products you should spend you £64 on; How to create new colours. Review: *Fred's Back 3.*

CF50 Power Pack: *The Original Dropzone, Heavenbound* demo, plus *Chaos* and *Galaxians.* Gamebusters: *Wizard's Pet, Cool World* and *Tilt.* Reviews: *Heavenbound, Cashman Compilation* and *Zzzz.* Special feature: Top 50 games.

CF51 Power Pack: *Steg the Slug, Deadline* demo, plus *Multihack.* Gamebusters: *Dizzy* Previews: *Amorphous* & *Mega Force.* Special feature: C64 Vs The World.

CF52 Power Pack: *Mega Force, PD Extravaganza* Gamebusters: *Dropzone* player's guide Special feature: GEOS.

CF53 Power Pack games: *Mind Maze, Darkest Road* Demo: *Bee 52 , Artris* Special feature: Sshh! Listen – the *CF* guide to making noise on your C64.

CF54 Power Pack games: *Spaghetti Western Simulator, Antifriction, overload* Demo: *Amorphous* Special feature: C64 bargain hunter – where to go for the best second-hand deals and how to recognise them when you see them.

CF55 Power Pack games: *Square Scape 2, Sceptre of Baghdad, Stars and Rings.* Special feature: Grin and repair it! part I. If your C64 looks as if it's about to give up the ghost read this! 'This' being practical advice on caring for your computer's peripherals. Also: SEUDS corner, the newest SEUCK games form Psytronic Software, and Well 'ard II. Russ Michaels on the CMD hard drive.

CF56 Power Pack games: *Harrier, 3D Space War, Superstrike, Darkest Road Part 2.* Utility: *FROST.* Special feature: Get animated! Jason Finch uses this month's powerpack utility, *FROST*, to put life into your sprites. Also: Grin and repair it, part II. Is your C64 sick? Don't despair, diagnose and repair, says Jason Finch, and tells you how; Plus: *GeoCalc* – a graphics-based spreadsheet.

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